

FINAL FANTASY. ORIGINS

OFFICIAL STRATEGY GUIDE



By Casey Loe



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GAME BASICS

GETTING STARTED

Welcome to the beginning, not only of this guide, but to the Final Fantasy series. The graphics have been enhanced from their previous 8-bit incarnation, and impressive CG has been added. If you played Final Fantasy when it originally appeared on the NES, then you're already familiar with the mechanics of this game. If you're a fan of the series and never had a chance to play the original, then you should take the time to browse the game manual for the basics of getting a game up and running.

EASY MODE VERSUS NORMAL MODE

When you begin a new game, you are asked to choose between Easy Mode and Normal Mode. Normal Mode is a straight conversion of the original while Easy Mode has been tweaked to make the game much easier and balance the character classes better. Among the changes:

Characters Level Up Faster. It requires about 40% less EXP to advance to each level in Easy Mode. To check on how much EXP a character has, or needs to reach the next level, pull up that character's status screen.



Higher Level Cap. The highest level you can reach in Normal Mode is 50. In Easy Mode, you can keep progressing up to 99.

Cast More Spells. The amount of MP you gain in each spell slot has been increased dramatically. And the MP maximum for most levels raises from 9 to 99.

Everything is Cheaper. Spells, Equipment and Items in Easy Mode cost roughly 2/3 the price they do in Normal Mode.

These changes basically eliminate the need to spend hours battling foes for Gil and EXP, and make Mages, which were behind the curve in power level, more playable. As a result, Easy Mode quickens the pace of the game considerably.

RIGHT PARTY PICKING THE



At the beginning of the game you have to choose classes for each of your four characters. With six classes and only four characters, this is a difficult choice. A good rule of thumb for a balanced party is to use two offensive characters (Warriors, Thieves, and Monks) and two spellcasters. While all classes have their good and bad qualities, a Thief isn't as powerful as a Warrior or Monk, and a Black Mage is limited in combat, especially in Normal Mode. In Easy Mode Black Mages are a stronger choice, since they can cast spells much more often. To learn more about each character class, flip ahead to the Character Classes section.

THE CONTROLS

directional buttons Move the character around the screen / move the cursor in various menu

screens.

Open the Equipment menu. 11

Select an option / inspect an item /

Open the Config menu.

open a chest / talk to a person.

Open the Magic menu. R1

Cancel an option, hold down while moving to accelerate (if applicable).

R2 Finish naming characters at the open-START

Open the Memo File menu.

Open the Main menu. Open the Items menu.

ing of the game. + START Display the world map.

GAME BASICS

SOFT RESET

Pressing START + SELECT+ L1 + L2 + R1 + R2 takes you back to the opening game screen for Final Fantasy. The soft reset does not wipe out your current Memo File.

MAIN MENU

Pressing (a) while not engaged in battle brings up the Main menu screen, which provides a quick overview of all characters' current status, location and progress through the game.

In addition, there are seven selections that allow you to use Items or Magic, change a character's Equipment, get an in-depth view of a character's Status, change the party's Formation, save the game to a Memo file, or Configure the game settings.



ITEMS

Use this menu to manage the items in your inventory. With a four column display, the name of each item appears in the first and third columns, while the second and fourth column display how many of that item are in your inventory. Your inventory may hold up to 99 of a single item. Use Sort to rearrange the items held.

The Key Items selection shows the items collected through the adventure. The items displayed here have specific uses triggered by events in the game.

MAGIC

After selecting a character from your party, you are taken to that character's Magic status screen. This screen allows you to Use any spells with white text, or Drop a spell that you wish to replace with another purchase from a Magic shop.

EQUIPMENT



After selecting a character from your party, you are taken to that character's Equip status screen. This screen allows you to Equip Weapons (WPN), Shield (SHD), Helmet (HLM), Armor (ARM) and Gloves (GLV). The four values on the bottom right of the screen change based on the item being equipped. Yellow numbers indicated an improvement, while gray numbers indicate a decline in those four stats.

Select Optimize to default to the equipment with the best stats. Select Remove, then a piece of Equipment to return that piece of equipment back to the party's inventory. Don't leave this screen too quickly! Keep in mind that the Optimize option does not factor in enemies you may

encounter. A Mythril Sword has a lower ATK than a Flame Sword, but you don't want to equip a Flame Sword if you're about to face a Red Dragon.

STATUS

After selecting a character from your party, you are taken to that character's Status screen. This screen doesn't allow for any equipment or magic management, but is the only screen that shows all of that character's ability scores (see the Character Classes section for more information on ability scores). The other important information found only on this screen is the character's Current EXP, and the amount necessary for the Next level. Before taking the plunge into a new area, check each character's Status screen to see if anyone is about to level up.

FORMATION

This option on the Main menu allows you to change the order of your party. The two characters selected change places in the marching order of the party.

MEMO

Select this option to save your game's progress to the Memo file. Memo saves can be done at any time while not engaged in battle. Reload a Memo save after a soft reset, or after being defeated in a battle.

CONFIG

The Config menu allows you to configure the gameplay settings. Highlight a selection to display information on that option at the bottom of the screen.

SYSTEM

After starting a game, you can still fine-tune the game's system. Pull up the Main menu and select Config. In the Config menu put the indicator on System. The other settings (save Collections, which is discussed in the Game Secrets) impact the presentation of the game, and not gameplay.

Choose Default and the game settings are set to those used in the original Final Fantasy. This is the same as setting all Custom options to 'No.' Choose Custom to go to the Customize System menu.



AUTO TARGET

On If a targeted foe has been defeated, the next attack will be redirected.

Off Party members attack targeted areas even if enemies there are already defeated.

With this set to 'Off', you must be careful when selecting enemies to attack, or you risk wasting turns attacking the air.

BATTLE SUPPORT

On Allows use of Life1, Life2, Stona, and Gold Needles in battle.

Off Disables use of Life1, Life2, Stona, and Gold Needles in battle.

With this off, a character KO'ed or turned to stone in battle remains that way for the remainder of that battle.

DASH

On Hold down the button while moving to accelerate.

Off Movement is restricted to default speed.

This is only effective in towns and dungeons. It has no real impact on gameplay other than speeding through these areas.

BUTTON INFO

On Displays information on button usage during battle.

Off No information on button usage is displayed during battle.

This is only helpful if you forget that cancels your selection and backs up one character/menu.

TERRAIN AND TRAVEL







Plains

Forest

Desert

Stone







Mountains

Shallow Water

Deep Water

MODES OF TRANSPORTATION

Walking - The party may walk over Plains, Forest, Desert, and Stone areas.

Ship - The Ship is used to travel in deep water, but is limited to docking at a harbor, until the party gains the use of the Canoe. With the Canoe, the Ship may dock at rivers.

Canoe - The Canoe is used to cross the shallow water of rivers and lakes.

Airship - The Airship flies over every type of terrain, but only lands on open plains.

BASICS OF BATTLE

While searching through dungeons and castles, or travelling from town to town, your party randomly encounters groups of enemies and there are also pre-arranged battles against Bosses that are triggered by speaking with a figure in an area, or by stepping on a certain point.

BETWEEN BATTLES

When not actively engaged in a battle, you have the opportunity to prepare each character and your party as a whole, to improve their chances for survival and success. Each town or monster-infested area may contain improved equipment over what your party currently uses. When you pick up something new (purchased or looted) check it against your characters' current equipment. Items that can't be equipped (Antidotes, Potions, etc.) are generally back-ups for White Magic spells that your party may not have. They're used to restore HP, or remove status ailments and are consumed after a single use. Key Items can't be consumed, and are necessary to trigger certain events and advance the game.

Black and White Magic must be purchased from the appropriate magic shops, which are always located inside a city. Generally, Black Magic is used to inflict damage and status ailments. White Magic is used to restore HP and remove status ailments. Not all characters have the ability to use magic, but keep spell lists full for the ones that can.

Use the Formation command in the Main menu to change the order of your characters (the character in the top position appears on the screen while you're navigating). Enemies seem to target certain slots, so if a character is running low on HP faster than the rest of the party, try switching your party's Formation from time to time.

DURING BATTLE

Unlike the later games in the Final Fantasy series, Final Fantasy has a fairly simple battle system. Your characters are each given five choices from which to select one action per round of battle. Attack a single enemy with that character's equipped weapon. Use Magic to heal allies HP or remove status effects or inflict damage to enemies by diminishing their HP. Use an Item from your party's inventory or one that the character has equipped. Equip an item from your party's inventory to use in the next round of battle. Or attempt to Flee the battle.



STATUS CONDITIONS AND THEIR CURES

Many magical effects raise and lower stats, like Haste and Slow. But there are seven status conditions with special effects that you must watch out for. These can effect both allies and entimies.

POISON

The character takes damage each turn of battle, and for each step taken between battles.

This ailment must be removed with the spell Esuna, or the item Antidote, and carries over after battle.

SLEEP

The character is unable to move or act.

This ailment may go away on any turn, and always goes away after a battle ends.

MUTE

The character is unable to cast spells.

This ailment must be removed with the spell Vox, and always goes away after a battle ends.

KO

When a character's HP reaches 0, that character is unable to move or act.

To revive a KO'ed character, use Life1, Life2 or visit a Sanctuary and make the requested donation.

PARALYSIS

The character is unable to move or act.

This ailment may go away on any turn, and always goes away after a battle ends.

DARKNESS

The character's Accuracy and Evade scores drop.

This ailment must be removed with the spell Lamp, and always goes away after a battle ends.

STONE

You can take no action

This ailment must be removed with the spell Stona, or the item Golden Needle, and carries over after battle.

There is one more status condition, the Confusion caused by the Muddle spell. This affects only enemies, and is noted by them turning the other direction. A confused enemy will attack its comrades at random.

AFTER BATTLE



After a successful battle, the surviving (meaning those that aren't KO'ed or afflicted with Stone) members divvy up the EXP and collect all the Gil left behind.

EXP is used to raise each character's level. The higher a character's level, the more powerful he or she is in combat and the more MP he or she has to use magic.

See the Character Classes section for more information on each

There are several methods to restore the entire group's HP and MP. Sleeping Bags and Tents restore some HP to each party member, and can be used anywhere on the World Map. Cottages are the same, but restore more HP and all MP to each character. Staying at the Inn of any town restores each character's full HP and MP. Don't let your party get too close to being KO'ed before resting!



THE MAGIC SYSTEM

This is the first, last, and only Final Fantasy game to use a magic system where there are limits both on the number of spells you can cast per level, and the number of spells you can learn per level.

Magic is ranked in level from 1 to 8, and the status screen shows the number of times you can cast a spell from each level. MP (Magic Points) are given by level, and, for example, there is no way to use 3rd level MP to cast a 1st level spell.

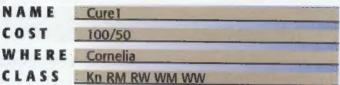
EASY VS. NORMAL: MAGIC POINTS

One of the biggest differences between playing Normal Mode vs. Easy Mode is the upper limit of MP for spellcasters. In Easy Mode the limit is considerably higher and the spellcasters gain MP at an accelerated rate. For example, at Level 10, a White Mage in Normal Mode has 6 MP for first level spells. In Easy Mode, a Level 10 White Mage has 20 MP!

The following table shows the differences between the three Mage classes and their MP maximums for Normal Mode (at character level 50) and Easy Mode (at character level 99).

	Red Mage	Black Mage	White Mage
Level 1	9/89	9/99	9/99
Level 2	9/79	9/99	9/99
Level 3	9/69	9/99	9/99
Level 4	9/59	9/99	9/99
Level 5	9/49	9/90	9/90
Level 6	8/39	9/80	9/80
Level 7	8/29	9/65	9/65
Level 8	7/19	9/50	9/50

While there are four Black Magic spells and four White Magic spells in each level, each character can only learn three spells per level. That means that when Black and White Mages go shopping for spells, they won't be able to get one of the four available to them unless an old spell gets erased. The choice for Red Mages and the rest of the character classes that learn magic later in the game is tougher. Red Mages can fill their three slots with any combination of White and Black Magic spells, provided they can learn those spells. Knights have a limited selection of White Magic, and Ninjas face the same situation with Black Magic.



Restores 16-32 HP to one character.

NAME

COST



Shld1 100/50 WHERE Cornelia CLASS Kn RM RW WM WW

Raises Defense 8 points.





NAME COST WHERE Cornelia

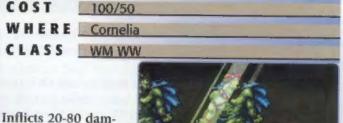
age to undead foes.

NAME

COST

Dia1

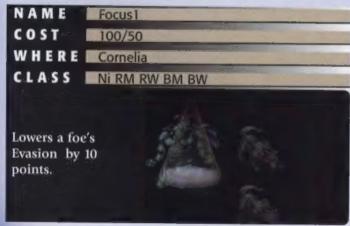
Raises own Evasion by 80 points.

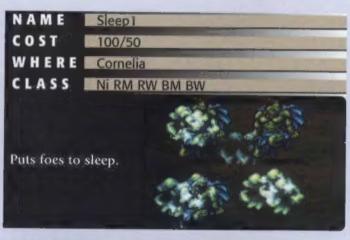


Blink 100/50











NAME NulBolt COST 400/250 W H E R E Pravoca CLASS Kn RM RW WM WW

Reduces lightning damage by 50%.



NAME Lamp COST 400/250 WHERE Pravoca CLASS Kn RM RW WM WW

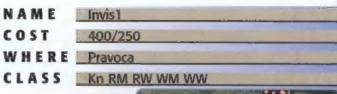
Cures Darkness.











Raises Evasion by 40 points.



NAME Silence COST 400/250 W H E R E Pravoca CLASS Kn RM RW WM WW

Prevents foes from casting spells.







Reduces fire damage by 50%.



Restores 12-24 HP to all characters.



NAME Fire2
COST 1500/1000
WHERE Elfheim
CLASS Ni RM RW BM BW
Inflicts 30-120 tire damage



Restores 33-66 HP to one character.



Inflicts 40-160 damage to undead foes.



NAME Bind
COST 1500/1000
WHERE Elfheim
CLASS Ni RM RW BM BW



NAME Nulice COST 4000/2500 WHERE Elfheim CLASS . RM RW WM WW

Reduces ice damage by 50%.



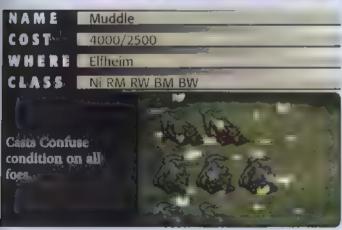
NAME Fear COST 4000/2500 WHERE Elfheim CLASS WM WW

Drives foes away in terror.









NAME Vox COST 4000/2500 W H E R E Elfheim CLASS RW WM WW

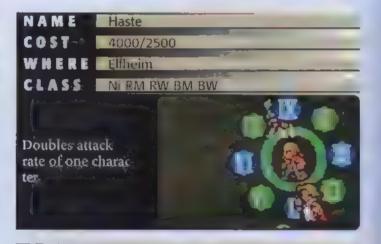
Cures Mute.

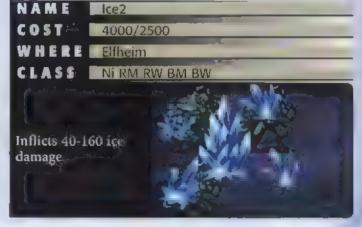


NAME Esuna COST 4000/2500 WHERE Elfheim CLASS RM RW WM WW

Cures Poison.







NAME Cure3 COST 8000/5000 W H E R E Meimond CLASS RM RW WM WW

Restores 66-132 HP to one character.

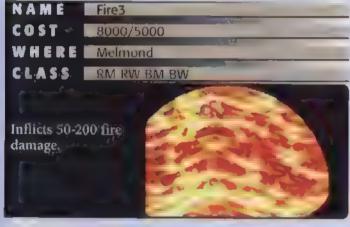


NAME □ Dia3 COST E 8000/5000 WHERE Melmond CLASS WM WW

Inflicts 60-240 damage to undead foes.









NAME Heal2 COST 8000/5000 W H E R E Melmond CLASS WMWW

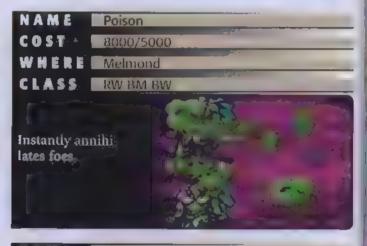
Restores 24-48 HP to all characters.

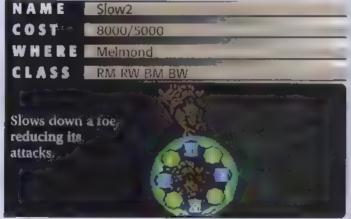


NAME Life COST 8000/5000 WHERE Melmond CLASS RW WM WW

Revives an ally from KO status.







N A M E Stona

C O S T 20.000/13.000

W H E R E Crescent Lake

C L A S S WM WW

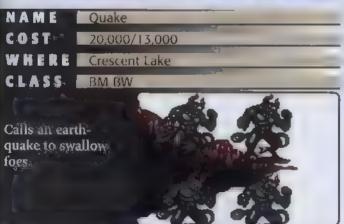
Cures Stone.



Raises party's Evasion by 40 points.



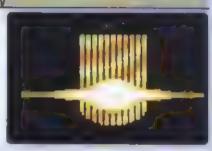


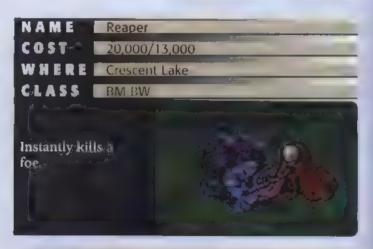


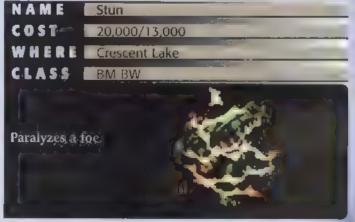
Raises party's Defense by 12 points.



Warps party out of dungeons.







Fully restores HP.



Protects against all instant-death attacks.





NAME Saber
COST 45,000/30,000
WHERE Onlak
CLASS BW

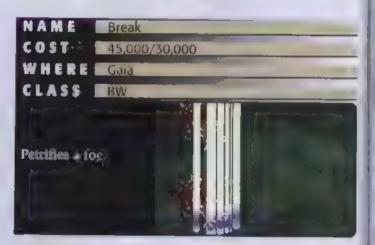
Raises own Attack
by 16 and Accuracy
by 10.

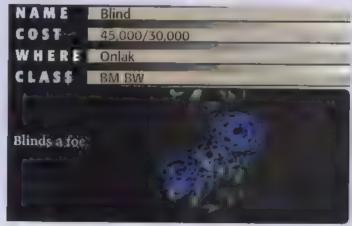
Inflicts 80-320 damage to undead foes.



Restores 48-96 HP to all characters.







Damages foes with divine light.



N A M E Dispel

C O S T 60.000/40.000

W H E R E Gaia

C L A S S WW

Removes all spells cast on target creature.







N A M E NulAil

C O S T 60.000/40.000

W H E R E Gaia

C L A S S WW

Reduces all spell damage by 50%.



N A M E Life2
C O S T 60.000/40.000
W H E R E Lufenia
C L A S S WW

Revives ally and fully restores HP.



NAME
Banish
COST
60,000/40,000
WHENE
Gaia
CLASS
BW

Creates black hole that may kill all creatures



ARMOR

BODY ARMOR

				Сьотн	
ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Shire	A (0//8)		3/	All Class	A shirt made of contonic
Black Robe		+24	-2	BW	Robe with Ice2 effect.
White Robe	-	+24	-2	ww	Robe with Invisi2 effect.
			-	ARMOR	The same of the sa
ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
(4930Hallander)	50/40	4	48	Wilki Hikkishowa wan in Kali	Main armog made orationals
Chain Mail	80/65	+15	-15	Wr Kn Ni RM RW	Mail made with steel rings.
Steel Plate	800/640	+24	-23	Wr. Kn Ni	Armor made of thinly hammered steel
Knight's Armor	45,000/36,000	+34	-33	Wr Kn	Strong armor made of steel.
Mythrii Mail	7500/6000	+18	- A	Wr. Kn. Ni-RM RW	Gleaming armor made of mythin silver.
Flame Mail	*	+34	-10	Wr Kn Ni	Armor forged with the essence of fire.
ice Armor		+34	-10	Wr Ko Ni	Armor torged with the essence of ice
Diamond Armor		+42	-10	_Kn	Brilliant armor made of diamond.
Dragon Mail		+42	-10	Kn	Armor made with dragon scales,
170 A		- Carlotte		ARMLETS	
ITEM	COST	DEF	EVA	CLASS	NOTE
COPPLE LIBRARY	1000/80	44		All Classes	Amilettuseese amunicipalitations
Silver Armlet	5000/4000	+15	-1	All Classes	Armlet made of silver.
Ruby Armlet	50.000/40,000			All Classes	Decorative armlet with a ruby inset.
Diamond Armlet	 	+34	-1	All Classes	Decorative armlet with a diamond inset.
1000				SHIELDS	The Board Age of the Control of the
ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Cather Siles	15/12	47		YN Kn Ni	Shield made of learners
Iron Shield	100/80	+4		Wr Kn Ni	Shield made of iron.
Buckler	2500/2000	+2		Wr Kn Th Ni RM RW	Small shield that is easy to handle.
Mythril Shield	2500/2000	+8		Wr Kn Ni	Shield made of mythril silver.
Flame Shield	*	+12		Wr Kn Ni	Shield forged with the essence of fire.
Ice Shield	•	+12		Wr Kn Ni	Shield forged with the essence of ice.
Diamond Shield	*	+16	+0	Kn	Shield made of diamond.
Aegis Shield		+16	+0	Kn	Shield that protects from petrification.

HEAD ARMOR

				HELMETS	
_ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
	80/85	4	131	All Classe	Cap made of leating
Helmet	100/80	_ +3	-3	Wr Kn Ni	Small helmet.
Grand Helm	450/360	+5	-5	Wr. Ko Ni	Helmet that protects entire head.
Mythril Helm	2500/2000	+6	-3	Wr Kn Ni	Helmet made of mythril silver.
Healing Helm		+6	-3	Kn Ni	Helmet with Heal effect.
Diamond Helm	4	+8	-3	Kn	Helmet made of diamond.
Ribbon	di di di	- the	1-	All Clauses	Sametimes antesis from meet subsets

HAND ARMOR

GLOVES					
ITEM	COST	DEF	EVA	CLASS	DESCRIPTION
Leather Groves	60/50		45 %	All Classes	Gloves made of learner
Bronze Gloves	200/160	+2	-3	Wr Kn Ni	Gloves made of bronze.
Steel Gloves	750/600	+4	-5.	Wr Kn Ni	Gloves made of steel.
	2500/2000			Wr Kn Ni RW	Gloves made of mythril silver.
Protect Ring	20000/16000	+8	11:	All Classes	Ring that guards against instant death
Diamond Gloves		+8	-3	Kn	Gloves made of diamond.
Gauntlets		+6	-3: ·	Kin N/ RW	Gloves with Bolt2 effect.
Giant's Gloves		+6	-3	Wr Kn Ni RW	Gloves with Saber effect.

WEAPONS

				Axe	
ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Battle Axe	550/450	+16	45	Wr Kn N	An axe made for company
Great Axe		+22	+5	Wr Kn Ni	Large battle axe.
Light Axe		.+28	_+15	Wr Kn Ni	Axe with Diaz effect.
Mythril Axe	4500/3600	+25	+10	Wr Kn Ni	Axe made of mythril silver.
The second secon	-			HAMMER	
ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
- Hammer	10/8	49	+0	Wr. Kn Ni Volland	A hammer made for compate
_Mythril Hammer	2500/2000	+12	+5	Wr Kn Ni WM WW	Hammer made of mythril silver,
Thor's Hammer	*	+18	+15	Kn Ni WW	Hammer with Bolt2 effect.
				STAFF	Africa, In As cod
ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
P Staff	5/4	46	10	Wr Kn Ribadalerom curchern a harrin	A wooden staff.
Healing Staff	-	+6	+0	Ni WM WW	Staff with Heal effect.
Power Staff		_+12	±0	Wr. Kn Ni Mo.Ma.WM WW BM.BW	A heavy staff.
Mage's Staff		+12	+10	Ni BM BW	Staff with Fire2 effect.
Crosier	200/160	+14	+0	Wr Kn Ni Mo Ma	Staff topped with iron rings.
Spellbinder		+15	+15	BW	Staff with Muddle effect.
				NUNCHAKU	
ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Nunchako	10/8	+12%	+0	Ni Mo Ma	Wooden nunchaka.
Iron Nunchaku	200/160	+16	+0	Ni Mo Ma	Nunchaku made of iron.
				KNIFE	
ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Knife	5/4	45	+10	Wr. Kn. The or Rive Red Sale Sale	A small knife.
Dagger	175/140	+7	+10	Wr Kn Th Ni RM RW BM BW	Large battle knife.
Mythril Knife	800/640	+10	±15.	Wr Kn Th Ni RM RW BM BW	Knife made of mythril silver.
Cat Claws	65000/52000	+22	+25	Kn Ni RW BW	Very sharp knife.
		al and a large		SWORD	
ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Rapier	10/8;	19	45	Wr Kn In NURWING	Sword with a siender blade.
Scimitar	200/160	+10	+10	Wr Kn Th Ni RM RW	Sword with a curved blade.
Saber	450/360	+13	+5	Wr Kn Th Ni RM RW	Long-bladed sword made for piercing.
Falchion	450/360	+15	+10	Wr Kn Th Ni RM RW	Sword with a wide blade.
Broadsword	550/450	+15	+10	Wr Kn Ni RM RW	Sword with a wide, doubled-edged blade
Rune Blade	-	+18	+15	Wr Kn Th Ni RM RW	Sword effective against spellcasting foes.
Merebane	and the same	Mada	and the	W.Ko. NI PM RW	Sword effective against warebeasts.

_ITEM	COST	ATK	ACC	CLASS	DESCRIPTION
Coral Sword	-	+19	+15	Wr Kn Th Ni RM RW	Sword effective against aquatics.
Wyrmkiller	-	+19	+15	Wr Kn Th Ni RM RW	Sword effective against dragons
Long Sword	1500/1200	+20	+10	Wr Kn Ni RM RW	Large, double-edged sword.
Claymore		+21	+20	Wr Kn Ni RM RW	Sword effective against giants.
Venom Blade		+22	+20	Kn Ni RW	Saber with Poison effect.
Mythril Sword	4000/3200	+23	+15	Wr Kn Ni RM RW	Sword made of mythril silver.
Vorpal Sword		+24	+25	Kn Ni RW	Sharp-edged crescent sword.
Flame Sword	-	+26	+20	Wr Kn Ni RM RW	Sword forged with the essence of fire.
_ Ice Brand		+29	+25	Wr Kn Ni RM RW	Sword forged with the essence of ice,
Defender	•	+30	+35	Kn Ni RW	Sword with Blink effect.
Sunblade		+32	+30	Wr Kn Ni RM RW	Sword effective against the undead.
Sasuke		+33	+35	.Ni	A light ninia blade.
Excalibur	-	+45	+35	Kn.	A sword of phenomenal strength,
Masamuno		+56	450	All Glasses	The mightiest sword of all.

ITEMS

ITEM	COST	DESCRIPTION
Potion	60/40	Restores a character's HP by a lime.
Antidote	75/50	Cures Poison.
Gold Needle	800/500	Cures Stone.
Sleeping Bag	75/50	
Tent	250/160	Restores a lot of HP to party and also saves game. Can be used while on the field.
Cottage	3000/2000	Restores a lot of HP to party and also saves game. Can be used while on the field. Restores party's HP and MP and also saves game. Can be used while on the field.
The same of the sa		
ITEM		DESCRIPTION
Lute		Most melodious musical instrument.
Crown		Crown that shimmers mysteriously.
Crystal Eve		Mystical orb made of crystal.
Jolt Tonic		Awakens one from deepest slumber.
Mystic Key		Opens magically sealed doors.
Nitro Powder		Powder packed with explosive power.
Adamantite		Legendary metal renowned for its strength.
Rosetta Stone		Stone tablet etched with ancient inscriptions.
Star Ruby		Huge, sparkling, red gem.
Earth Rod		Staff blessed by the spirits.
Levistone		Mysterious rock that floats in the air.
Bell		Sky People's treasured bell.
Rat's Tail		Proof of valor and strength.
Warp Cube		Prismatic cube that glitters with color.
Bottled Faerie	Name and Address of the Owner, where the Owner, which the	Bottle containing a faerie.
Oxyale		Mysterious liquid that creates air.
in Canon		Light boat good for traversing lakes and rivers.

CHARACTER CLASSES

CHARAC

SCORES UNDERSTANDING ABILITY

Each character has seven ability scores and four combat parameters. The ability scores are part of each character and increase as they level up. The combat parameters add the effects of ability scores with the effects of equipment.

ABILITY SCORES

HP (Hit Points)
The amount of damage the character can sustain before being KO'ed.

MP (Magic Points)

The number of times a magic user can cast spells for each level. Each spell, regardless of level, costs one magic point of that level

STR (STRENGTH)

Strength, added to an equipped weapon's strength, determines the amount of damage the character does with an attack.

AGL (AGILITY)

Agility raises the Evasion parameter. Higher Agility scores means it is more likely that the character gets to act earlier in battle, and makes it easier to Flee from combat.

INT (INTELLIGENCE)

Intelligence determines the odds of success on hit-or-miss spells like Sleep and Bind, and the amount of damage or recovery of attack or healing spells.

END (ENDURÂNCE)

Endurance is used to determine a character's HP growth between levels. A higher Endurance leads to a higher Max HP.

LCK (LUCK)

This stat determines the odds of scoring a Critical Hit (when an attack inflicts double the damage they otherwise would have). Also, like Agility, it makes it easier to Escape from battle and for the party to get a pre-emptive strike.

COMBAT PARAMETERS

The last five scores (HP and MP don't affect the parameters) combined with the effects of equipment, determine the character's four combat parameters

ATK (ATTACK)

This score is equal to the equipped weapon's power plus half the character's strength.

ACC (ACCURÁCY)

This is a very important number. Not only does it determine the accuracy of attacks, but also how many are attempted. For each multiple of 32 in this score, the character gets an additional attack. Keep this in mind when deciding whether to equip an accurate weapon, or a powerful one. If the accurate one pushes this score over a multiple of 32, it's the right choice.

DEF (DEFENSE)

When an enemy attack hits, Defense determines how much of the enemy's damage gets through, and how much is blocked by equipped armor. Equipped armor includes SHD (shield), 11LM (helm), ARM (armor) and GLV (glove).

DEFENSE VS. EVADE

Heavy armon raises Defense out lowers Evasion. Which means heavil damage Armor-less Monks tend a have very nigh Evasion scores.

EVA (EVASION)

Evasion is based on Agility but is lowered based on the equipped armor. Where a higher Defense lowers damage suffered from being hit, a higher Evasion lowers the chance of the attack hitting.

EQUIPMENT CARRYOVER

When determining which classes can use which equipment tremember will still be able to use it ... a White Wizard.

WARRIOR

The game's most basic character may be its best. Warriors can use any weapons and armor (well, all of the best ones), giving them access to very high Attack and Defense parameters on top of their already impressive Strength and Endurance. They have the most HP of any character class.

	EQUIPMENT USABLE BY WARRIOR
Armor	Shirt, Leather Armor, Chain Mail, Steel Plate, Knight's Armor, Mythril Mail, Flame Mail, Ice Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond
Shield	Leather Shield, Iron Shield, Buckler, Mythril Shield, Flame Shield, Ice Shield, Protect Cloak
Helmet	Leather Cap, Helmet, Grand Helm, Mythril Helm, Ribbon
Gloves	Leather Gloves, Bronze Gloves, Steel Gloves, Mythril Gloves, Ciant's Gloves, Protect Ring
Annua and	WEAPONS USABLE BY WARRIOR
Axc	1 Baitle Axe, Great Axe, Light Axe, Mythril Axe
Hammer	Hannicy, Mythril Hannier
Staff	Staff, Power Staff, Crosier
Knife	Knife, Dagger, Mythril Knife
Sword	Rapier, Scimitar, Saber, Falchion, Broadsword, Rune Blade, Werebane, Coral Sword, Wyrmkiller, Long Sword, Claymore, Mythril Sword, Flame Sword, Ice Brand, Sunblade, Masamune

CLASS-CHANGE - KNIGHT

Knights have all the strengths of the Warrior, plus the ability to cast White Magic spells up to level 3.

-	EQUIPMENT USABLE BY KNIGHT
Armor	Diamond Armor, Dragon Mail
Shield	Diamond Shield, Aegis Shield
Helmet	Healing Helm, Diamond Helm
Gloves	Diamond Gloves, Gauntlets, Giant's Gloves

	WEAPONS USABLE BY KNIGHT						
Hammer	Thor's Hammer						
Knife	Cat Claws						
Sword	Venom Blade, Vorpal Sword, Defender, Excalibur						

WHITE MAGIC USABLE BY KNIGHT				
LEVEL 1	LEVEL 2	LEVEL 3		
CURE1.	NULBOLT	NULFIRE		
DIAI	INVIST	GURÉ2		
SHILL	12.000			
BLINK	SILENCE			

LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK
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9 1 1 1 1 1	34	58 + +	83
10 1 1 1 1	35	59 1 1 1	84
11 - 1 - 1	36	60 +	77 THE REP. WHILE THE PARTY HAVE NOT
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135	38 : + +	62	87 1 1 1
14	39	63	88
15	40 1 1	64	69
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19 2 7 7 9 9	44		0.00
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21 + +	46		
22. Feet 100 Miles 110 Miles	47 1 1 1		95
23	48 +		96 1
24	49 1		97
25	50 + +		98
26 + + +			99
		75	

CHARACTER CLASSES

The Thief is more fragile than the Warrior and does far less damage. All you get in return is Agility and Luck, which makes it easy to escape battles and occasionally allows your party to attack first. The Thief can only wear light armor and has a limited selection of weapons.

EQUIPMENT USABLE BY THIEF

Armor	Shirt, Leather Armor, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Shield	Buckler
Helmet	Leather Cap
Gloves	Leather Gloves, Protect Ring

WEAPONS USABLE BY THIEF

Knife	Knife, Dagger, Mythril Knife
Sword	Rapier, Scimitar, Saber, Falchion, Rune Blade, Coral Sword, Wyrmkiller, Masamune

CLASS CHANGE - NINIA

The Thief does get a bigger boost from the Class Change than any other character, but it's still not up to Knight standards. Ninjas use Black Magic spells up to level 4, including the all-important Haste. They also have access to a wider variety of weapons and armors than the Thief.

	EQUIPMENT USABLE BY NINJA
Armor	Chain Main, Steel Plate, Mythril Mail, Flame Mail, Ice Armor
Shield	Leather Shield, Iron Shield, Mythril Shield, Flame Shield, Ice Shield, Protect Cloak
Helmet	Helmet, Grand Helm, Mythril Helm, Healing Helm
Gluves	Bronze Gloves, Steel Gloves, Mythril Gloves, Gauntlets, Giant's Gloves

	WEAPONS USABLE BY NINJA				
Axe	8attle Axe, Great Axe, Light Axe, Mythril Axe				
Hammer	Hammer, Mythril Hammer, Thor's Hammer				
Staff	Staff, Healing Staff, Power Staff, Mage's Staff, Croslet				
Nunchaku	Nunchaku, Iron Nunchaku				
Knife	Cat Claws				
Sword	Broadsword, Werebane, Long Sword, Claymore, Venom Blade, Mythril Sword, Vorpal Sword, Flame Sword, Ice Brand, Defender, Sunblade, Sasuke				

	BLACK MAG	IC USABLE BY NI	NJA
LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
FIRE	ICE1	FIRE2	SLEEP?
SLEEPI	FOG	BIND	HASTE
FOCUSIL	STEEL	BOLT2	MUDDLE
BOIT1	SLOWI	FOCUS2	ICE2

LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK
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	29	53	78 + + + + +
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8 1 1	33 0 0 0 0	57 + + +	82
9 1 1 1 1	34	58 + + + +	83
10 + + +	35	59 1 1	84
11 >	36	60 + 1 1	85
12	37 + + + + +	61	86 t t
13	38 + +	62	87 + + + +
W	39 , , , ,	63 1	88 + + + t
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7	42 miles miles halles set 9	66 1 1 1 1	
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22: 11 11 11 11 11 11 11 11 11 11 11 11 11	47 + +	71 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	96 1 1 1 1 1
25	48 + + +	72	97
24 11 11	49 + 1 +	73	98 + + +
25	50 0 0	74	99 +
76		75 + + + +	

MONK

Monks break all the rules. Ignore their stats: They have better Defense and Evasion without armot, and get many more attacks when fighting bare-handed than their Accuracy score should allow. Since Monks shouldn't equip armor or weapons (after level 10 or so, when their bare-hand attacks get good), they're very cheap to maintain. At around level 15 or so, they pass up the Warrior in terms of total damage dealt. The downside is their weak Defense; they get lots of HP, but can still get KO'ed by a single hit from a boss or strong foe.

	EQUIPMENT USABLE BY MONK
Armor	Shirt, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Helmet	Leather Cap, Ribbon
Gloves	Leather Gloves, Protect Ring

	WEAPONS USABLE BY MONK
Nunchaku	Nunchaku, Iroji Nunchaku
Staff	Staff, Power Staff, Crosier
Sword	Masamure

CLASS CHANGE - MASTER

What does the Monk get from a Class Change? A shiny new sprite. Same Monk, new packaging.

LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK
2 - Att Con to the Control of the Late	27 + + +	51	76 1 1 1
3	28	52	77 1 1 1
4.7	29 1 1 1	533	78 + + +
51	30 + +	54	79 + 1 1
6	31	55	80
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8 + +	3.5	57 1 1 1	62
9 1 1 1	34	58	83
30 1	35	59 1 1	84
11 ()	36 CONTRACTOR STATE	60 1 1	85
12: 100	37 1 1 1 1	61 (1) (1)	86
(3)	38 1	62	87
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20 1 1 1	45	69	94
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25	48 + +	72	97
24	49 1 1 1	73	98
25	50	74	99
26 + +		75	

RED MAGE

The Red Mage can learn both White and Black Magic spells, up to level 5, although some spells are prohibited, and he doesn't get as much MP to cast them. The Red Mage is by far the best fighter of the spell-casters, and can use a wide variety of weapons and armors. The Red Mage makes a good alternative to the Black Mage, especially in Normal Mode.

-	MAGIC USABLE BY RED MAGE								
LEVEL 1	LEVEL 1 LEVEL 2 LEVEL 3 LEVEL 4 LEVEL 5								
BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC
FIREIT	CUREL	(GE)	NULBOLT	FIRE24	NUEFIRE	SLEEP2	NULICE	EIRE3	CURE3:
SLEEPI	SHLO	FOG:	ÎNVIŜT	BIND	CURE2	HASTE	ESUNA	ISLOW2I_	
rocust		STEEL	AMP	3OLT2		MUDDLE			
BOLTI		SLOWI	SILENCE	FOCUS2		ICE2			

EQUIPMENT USABLE BY RED MAGE		
Amor	Shirt, Leather Armor, Chain Mail, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet	
Shield	Buckler, Protect Cloak	
Helmet	Leather Cap, Ribbon	
Gloves	Leather Gloves, Protect Ring	

dimedia	WEAPONS USABLE BY RED MAGE		
Staff	Staff		
Knife	Knife, Dagger, Mythril Knife		
Sword	Rapier, Scimitar, Saber, Falchion, Broadsword, Rune Blade,		
	Werebane, Coral Sword, Wyrmkiller, Long Sword, Claymore,		
	Mythril Sword, Flame Sword, Ice Brand, Sumblade, Masamune		

CLASS CHANGE - RED WIZARD

The Red Wizard enjoys a slightly expanded spell list (the Red Wizard can learn spells up to level 7), and can use a few weapons and armors that are prohibited for the Red Mage.

روام والمجر	EQUIPMENT USABLE BY RED WIZARD
Gloves	Mythril Gloves, Gauntlets, Giant's Gloves

Acres to annual	WEAPONS US	ABLE BY RED WI	ZARD
Knife	Cat Claws		
Sword	Venom Blade	Vorpat Sword	Defender

	MAGIC USABLE BY RED WIZARD						
LEVEL 1	LEVEL 4	LEV	EL 5	LEVI	EL 6	LEV	Et 7
WHITE MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC	BLACK MAGIC	WHITE MAGIC
SLAH!	14690	POISON	AABERI		SHLD2	- 1000	NUMBER
					DIVISI		
					WARP2		

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26		75 🛊 🛊	

WHITE MAGE

The White Mage learns spells that deal with healing and damaging the Undead. In combat, the White Mage is very weak, but she has a hearty constitution that keeps her alive to tend to the others.

£		WI	HITE MAGIC USAI	BLE BY WHITE MA	\GE	_	
LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	
CURE	NULBOLT.	NULFIRE	NULICE	GURE3	STONA	NULMGC	
DIÁI	UNVIST	CURE2	VOX/	HEAL2	SHLD2	HEAL3	
SHLD	LAMP	HEAU	FEAR	DIA3	JINVIS2.		
BLINK	SILENCE	DIA2	ESUNA	LIFET	WARP2		

	EQUIPMENT USABLE BY WHITE MAGE
Armor	Shirt, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet
Shield	Protect Cloak
Helmet	Leather Cap, Ribbon
Gloves	Leather Gloves, Protect Ring

-	WEAPONS USABLE BY WHITE MAGE
Hammer	Hammer, Mythril Hammer
Staff	Staff, Healing Staff, Power Staff
Sword	Masamune

CLASS CHANGE - WHITE WIZARD

The White Wizard can learn the entire White Magic spell list, but otherwise is the same as the White Mage.

	ARMOR USABLE BY WHITE WIZARD
Body	White Robe

	WEAPONS USABLE BY WHITE WIZARD
Hammer	Thor's Hammer

WHITE MAC	IC USABLE BY WHITE WIZARD
LEVEL 7	LEVEL 8
CURE4	HOLY
Balla I	ARICALI
	DISPEU
lane.	LIFE2

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CHARACTER CLASSES

BLACK MAGE

The Black Mage learns spells that cause damage and negative status ailments to enemies. Unfortunately, in Normal Mode you can only rarely afford to use them. That forces the Black Mage to rely on his weak combat skills. The Black Mage also has the lowest HP of all classes.

		BL	ACK MAGIC USAI	BLE BY BLACK MAG	GE		
LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	
SIREL	ICEI	FIRE2	SLEEP2	FIRE	BOUTS	KB	
Sagil	700	RAND	MASTE	HOISON	REAPER	7.60	
KP 4 5	STEEL	Bolin	HUDDE	SLOW2	0000		
BOLTI	SLOWI	FOCUS2	(CE2		STUN		

EQUIPMENT USABLE BY BLACK MAGE				
Armor	Shirt, Copper Armlet, Silver Armlet, Ruby Armlet, Diamond Armlet			
Shield	Protect Cloak			
Helmet	Leather Cap, Ribbon			
Gloves	Leather Gloves, Protect Ring			

-	WEAPONS USABLE BY BLACK MAGE
Staff	Staff, Mage's Staff, Power Staff
Knife	Dagger, Mythril Knife
Sword	Masamune

CLASS CHANGE - BLACK WIZARD

The Black Wizard can learn the entire Black Magic spell list, but is otherwise the same as the Black Mage.

	EQUIPMENT USABLE BY BLACK WIZARD	
Armor	Black Robe	_

-	WEAPONS LISABLE BY BLACK WIZARD
Staff	Spellbinder
Knife	Cat Claws

LEVEL 5	LEVEL 7	LEVEL 8
WARPI	BREAK	BANISH
	SABER	DOOM
		TOTAL STREET

LV HP STR AGL INT END LCK	LV HP STR AGL INT END LCK	EF HP STR AGL INT END LCK	IN HP STR AGL INT END LCK
2 . with items to come suffer to make the	27 + + +	51. And the company of the company o	76 + +
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	29	53	78 + +
52	30 1 + 1 +	54	79 , , , ,
6 14 24 44 44	31 : 1	55 4	80 4
7 1 1 1	32 (56	81: 1
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9 7 0 0	34	58 7 7	83
10 0 0	35	الترجيب بسبب بيسر بيدر بيف بالتراق	84.
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12. The same state of the same	37 7	61 :	86
13	38 + +	62	87 * * * *
14	39 + +	63	88 + +
IS	40 + +	64	89
16' Land Street Williams	41 1 1		90 ,
D	42		91 . 411
18 , , ,	43		92
19 1	44		93
20 1 2	45		94
25 + -	46	70 1	95
22	47		96
25	48 + +	72	97
26	49		98
25	SO to the second	7.0	99 + + +
26		75	

CHAPTERI



Visit the king of Cornelia.



Purchase spells and supplies.



Head north to the Temple of Chaos.



Battle Garland in the Temple of Chaos.



Receive the Lute from Princess Sarah.



The king orders the bridge repaired.



CORNELIA CITY



Shop Data

Location	Cost	Function
Sanctuary	40	Restore KO'ed party members
Inn	30	Restore party's HP and MP

4	WHITE	MAGIC, LEVEL 1.
Spell	Cost	Class
Cure?	100/50	Kn RM RW WM WW
Dia1	100/50	WM WW
Shid1	100/50	Kn RM RW WM WW
Blink	100/50	Kn RW WM WW

-	BLACK	MAGIC. LEVEL 1
Spell	Cost	Class
1 Fire 1	100/50	Ni RM RW BM BW
Sleep1	100/50	Ni RM RW BM BW
Focus1	100/50	Ni RM RW BM BW
Bolt1	100/50	Ni RM RW BM BW

SHOPPING RECOMMENDATIONS

Spells

Spell selection is a bit trickier than equipment and items. The first one to get is Curet, which should keep you safe as you battle nearby foes for EXP and Cil. Black and Red Mages should get Fire1 so they have a source of damage (more early enemies are weak to that than Bolt1), and the very effective Sleep1 spell so they have a way of dealing with large groups of foes. If you have extra Gil before facing the Temple of Chaos, come back and pick up Dia1 to help deal with the Undead creatures there. When you have enough money to pick up a third spell for Black and White Mages, opt for Bolt1 and Shld1, respectively.

SHOPPING RECOMMENDATIONS

Equipment and Items

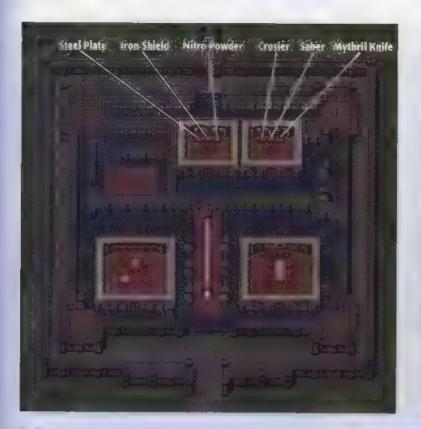
You start with 400 Gil, which is enough to outfit everyone with equipment and pick up one or two spells (three or fout in Easy Mode). There isn't too much to say about weapons and armor: Get everyone the best stuff they can use. If you're trying to save money, akimp on the Monk's items, since he grows out of them in a few levels.

		W	RARO	NSHOP
item	Cost	ATK	ACC	Class
Nunchaku	10/8	+12	+0	Ni Mo Ma
Knife	5/4	+5	+10	Wr Kn Th Ni RM RW WM WW
Staff	5/4	+6_	+0	Wr Kn Ni Mo Ma RM RW WM WW BM BY
Rapier	10/8	+9	+5	Kn Wr Th Ni RM RW
Hammer	10/8	+9	+0	Wr Kn Ni RW WM
				RSHOP
Item	Cost	DEF	EVA	Class
Shirt	10/8	+1	-2	All Classes
Leather Armor	50/40	+4	-8	Wr Kn Th Ni Mo Ma RM RW
Chain Mail	80/65	+15	-15	Wr Kn Ni RM RW
A STATE OF THE PARTY OF THE PAR		Ĭ	TEM	Sнов.
Item		Cost		
Potion		60/40		
Antidote		75/50		
Sleeping Bag		75/50		

Cornelia Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
BLACK WIDOW	28	10	0	28		8	30	
CRAZY HORSE	64	.00	2)	74.1	4.77	IIs	1111	
GIGAS WORM	56		8	14/0	FIRE	T.	7.13	1
GOBLIN:	.8		4	116	ni ni	16		
GOBLIN GUARD	In.	- 8	6	(82)		18		- 1
SKELETON	iiQi	10	0	. 15	FIRE DIA	ą.	9	
WOLF	20	8	0	28			24	

the enemies near Cornelia are quite weak. Even a White or Black Mage should be able to take out a Goblin in one hit, but Goblin Guards may require the attention of your Warriors. Wolves have 24 HP and may require multiple hits, but aren't much of a threat. The most dangerous foe in this area in the rare Crazy Horse. With 64 HP and an attack score of 10, these foes can take out a level 1 character in one hit. Since you never know when you might run into one, keep your HP near max at all times. You can always run away, but stay and fight whenever possible: A fallen Crazy Horse gives up 63 EXP.





THE ADVENTURE BEGINS

The party materializes outside of the town of Cornelia bare-handed, unarmored, and with no spells or items. Fortunately, Cornelia has everything an adventurer needs, as well as a lead on the first quest. Walk into any of the six red buildings south of the castle to be transported into the city.



AN AUDIENCE WITH THE KING



Talk to one of the guards at the exits to be transported to the castle (which you can also walk to by leaving through the north exit). The king asks you to rescue Princess Sarah, who has been kidnapped by the knight Garland and taken to the Temple of Chaos in the northwest. This just goes to show you—when you build a "Temple of Chaos" near a town, you should expect it to cause a certain amount of trouble.

LEVELING UP BEFORE THE TEMPLE



The Temple is probably a bit beyond your capabilities at level 1, so buy equipment, build EXP and Gil, then go back to Cornelia. Buy the supplies you couldn't afford earlier, revive your dead at the clinic, and get the party back to full HP and MP at the Inn. Once at around level 3, you should be able to handle Garland safely.

TEMPLE OF CHAOS





Temple of Chaos Area Encounters

NAME	НР	POW	P.D.	M.D.	WEAK	GIL	EXP	
BLACK WIDOW	28	10-	00	28		8	30	
GHOUL 4				16 (1)	THE DE	134	J.Pr. C	
GIGAS WORL	16,11			75			_ini	
GOBLIN	1.0					1		
COBLIN GUARE			- 1	Tank				
SKELETON	7711)				. 51 (1) 12			
WARG WOL	7.1	. A	1				0	
WEREWOLL	100			4		67	[199]	
WOLF		- 4		Ta .				
ZOMBIE	20	ΙÜ	Ü	25	FIRE, DIA	12	24	



While in the area outside of the Temple of Chaos, you encounter the enemies from around Cornelia in larger quantities, and even run into some Temple enemies. Black Widows are as damaging as Crazy Horses, but much weaker, and can be easily killed by a concentrated attack. Skeletons often go down in one hit, but a Dia1 spell helps against large groups. Gigas Worms are very dangerous: Try to knock them out with Sleep1, then cast Fire1 spells to exploit their elemental weakness.

Enemies like Gigas Worms and Black Widows are more common inside the Temple, and new undead enemies join Skeletons: Ghouls and Zombies. Mages begin to pay off as Gigas Worms are weak against Fire1, and all undead creatures are weak to both Fire1 and Dia1.

Other new foes include Werewolves and Warg Wolves. These are both dangerous, so if you catch one among a large group of Wolves or Goblins, try to put it to sleep and have everyone target it with their standard attacks. If you don't have Sleep I or can't afford to cast a spell, it may be wiser to run away.





TEMPLE OF CHAOS

RAIDING THE TEMPLE

You can be in and out of this temple very quickly if you know where to go. There are treasure rooms in all four corners, but the northeast and southeast treasure rooms are both locked with a key you do not yet possess. That leaves only the northwest room, which contains a Potion and a Tent, and the southwest room, which contains a Leather Cap. Give the Leather Cap to your weakest mage for a small defense boost.



If you don't care about loot and are ready to face Carland, then the end of this Temple is only a few steps away. Walk straight into the soom to the north of the entrance. Garland has 106 HP, and in quite strong against magic, so rely on physical attacks. Your designated healer (a White or Red Mage) should use Cure it of heal whoever Garland attacks, while

everyone else áttacks every turn. Easy Mode players with spells to spare can have their Red or Black Mages tise Fire and Bolt! for a little extra





REWARDS AWAIT AT CORNELIA CASTLE

When Garland falls, talk to Princess Sarah to be transported back to the castle. As a reward, the king orders the bridge to the north to be rebuilt, opening up the next area of the quest. Make sure to talk to Princess Sarah again before leaving, as she too has a reward for you. Her Lute is the game's first key item, but it won't come into play for a very long time.







CHAPTERII



Visit Matoya's Cave.



Journey east to Pravoca.



Battle Pirate Bikke for his Ship.



Set sail south to Elfheim.



Encounters North of the Bridge

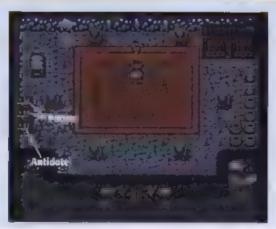
NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
CRAZY HORSE	64	10	2	40		15	63
CIGAS WORM	1911.	- 1				10	legi .
CORUN GUARA	191			11			
L77APE	F11		100			Arin	Up of
0685		1		- U		frat.	1(1)
SCORPICAL	F, T					101	345 B
TARANTUEA						No.	
WARG WOLL	Tre (1			1.1.1			
WEREWOLF	68	14	5	45	A	67	135

The more difficult Temple enemies, like Gigas Worms. Werewolves, and Warg Wolves, guard the way to hoth Matova's Cave and Pravoca. They are joined by new foes like the Ogre, a giant purple beast with 400 HP and no magical weaknesses. Battling a single Ogre is just like fighting Garland again, but it's worth the trouble: They give up 195 EXP and 195 Gil. Lizards are nearly as tough but a lot less lucrative, so you may want to run away and save your resources for more worthwhile foes.

The empty area south of Pravoca contains new enemies called Scorpions. These foes are very tough, poisonous, and expensive Annidotes are the only way of curing that condition now.

MATOYA'S CAVE

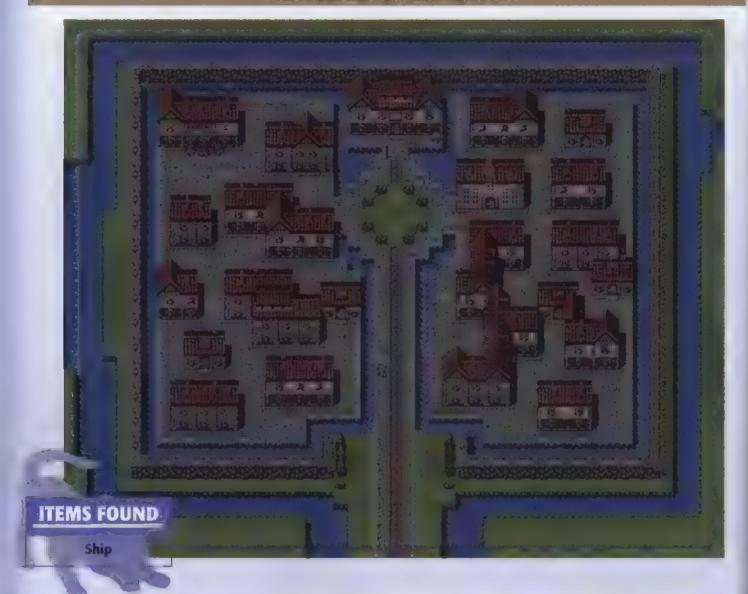




When you cross the bridge, you face a decision: head north to Matoya's Cave, or east to Pravoca. Matoya's Cave is optional at this point, but the detour is a good source of experience and you can raid her home for two Potions and an Antidote. If you do decide to pay Matoya a visit, head back to Cornelia afterwards for healing, as the Ogres that guard her cave are tough.

MATOYA'S CAVE

PRAVOCA



WORLD MAP

Flip the last sentence the talking prooms say or reading it backward It unlock the secret of opening the game's world map Hold Circle and press Start while in the overworld at ryll out.





THE ROAD TO PRAVOCA

The road to Pravoca is much longer, and the encounters are likely to be quite grueling. To get there, head due east then go south a bit when you run into the sea.



CHAPTER II

Shop Data

Location	Cost	Function
Sanctuary	80	Restore KO'ed party members
_lon	50	Restore party's HP and MP

	WHITE	MAGLC	LEVEL	e to
Spell	Cost	Class		
Lamp	400/250	Kn RM RV	V WM WW	
Silence	400/250	Kn RM RV	V WM WW	
NulBolt	400/250	Kn RM RV	V WM WW	
Invis 1	400/250	Kn RM RV	V WM WW	

	BLACK	MAGIC.	LEVEL 2
Spell	Cost	Class	
Elce1	400/250	Ni RM RW	BM BW
Fog	400/250	Ni RM RW	BM BW
Steel	400/250	Ni RM RW	BM BW
Slow1	400/250	Ni RM RW	BM BW

SHOPPING RECOMMENDATIONS

Spells

None of the White Magic spells are a most have at this point. lamp and Silence aren't as worthwhile, and while you should pick up NulBolt at some point, it won't be until much fater in the game that it really comes in handy. That leaves Invist as the best choice for now.

Your money is better spent on Black Magic spells. Ice1 is a strong elemental attack. In a game where few bosses are weak to magic, Attack-boosting Steel is the best utility spell early in the game. If you want to fill the third slot, Slow1 is decent but isn't as good as Sleep1.

Shorping Recommendations Equipment and Items

The new weapons here are expensivel If you're low on cash, pick up a Scimitar for your Thief first since it's the most cost-veffective weapon. When you can afford it, get Broadswords for your Warrlors and Red Mages. The Broadsword's accuracy makes it a better choice than the Battle Ase At least the Leather Shield is pretty cheap. Everything else is overpriced, but if you have extra money get the Gloves for anyone who needs a defensive boost

		W.	A.P.	он Внор	
Item	Cost	ATK	ACC	Class	
Hammer	10/8	+9	+0	Wr Kn Ni RW WM	
Broadsword	550/45	0 + 15	+10	Wr Kn Ni RM RW	
Battle Axe	550/45	0+16	+5	Wr Kn Ni	3
Scimitar	200/16	0+10	_+10	Wr Kn Th Ni RM RW	

	antibles a	A.	RMO	R. SHOP	
Item	Cost	DEF	EVA	Çlass	
Leather Armor	50/40	+4.	8	Wr Kn Th Ni Mo Ma RM RW	
	80/65		-15	Wr Kn Ni RM RW	
Steel Plate	800/64	0+24	-23	Wr Kn Ni	
Leather Shield			+0	Wr Kn Ni	
Leather Gloves	60/50	+1		All classes	

and the same of th	ITEM SHOP	
Item	Cost	
Potion	60/40	
Antidote	75/50	
Sleeping Bag	75/50	100
Tent	250/125	

TAKE DOWN THE PIRATES

* Go to the Inn and do your shopping as soon as you arrive; you want to be at full strength when you talk to the Pirates in the northwest corner of the city and get forced into a battle.



The nine Pirates look intimidating but only have 6-HP each. A successful Sleep 1 spell. makes this battle a snap, but a wonth he hard to just slash and stab through this fight. As an apology, the defeated Captain Bikke hands over the deed to his Ship, located atalie dock just south of



SAIL FOR ELFHEIM SETTING



Steer to the west, and set a course for Cornelia. You don't have any pressing business there, but ship battles can be rough, so you may need to visit the Inn before the next leg of the journey. Also, if you don't have the Black Magic spell Bolt1 yet, buy it now because it's effective against enemies in the sea. From the port south of Cornelia, head due south. When you hit land, there is a port just to the west. It's a short walk from there to Elfheim.

Ship Encounters

NAME	НР	POW	P.D.	M.D.	WEAK	GIL	EXP
GOGGLER	10	4	0	16	BOLT	10	42
PRIVATEER	3.91.				150	FREE!	
SAHAGIN			-		, . (B) X (.	2-10-5	7.0
SAHAGIN CHIEF				10.1	BOLD	199	4/03
SHARK	120	22	0	70	BOLT	66	267

There are only a handful of enemies who are capable of attacking you on the ship, but the battles can be quite difficult for low-level parties. Privateers are much heartier than their Pirate cousins, but are still fairly easy to beat. Sahagins are the most common encounter, sometimes teaming with the rarer Sahagin Chiefs. All Sahagins are weak to Lightning, so use Bolt1 to take out the red chiefs while Warriors cull the greens.

The most dangerous enemies are Sharks, which combine a high attack score with a meaty 120 HP. They're also weak against Bolt Spells, so a Black Mage can even the odds a bit-If you encounter Sharks in the company of a Goggler, take out the Goggler first. These enemies paralyze characters one by one, setting them up to be shredded by the Sharks. Fortunately, Gogglers have only 10 HP, and can be easily climinated.



CHAPTER III



Talk to the Elf Prince's Regent.



Return the Crown to the king of Western Keep.



Get the Nitro Powder at Cornelia Castle.



Accept a quest from the king of Western Keep.



Return the Crystal Eye to Matoya's Cave.



Collect some valuable treasures in the Temple of Chaos.



Enter the Marsh Cave west of Elfheim.



Revive the Prince and get the Mystic Key.



Sail northwest to Mt. Duergar.



Battle the Piscodemons for the Crown.



Loot Elfheim Castle, Western Keep, and the Marsh Cave.



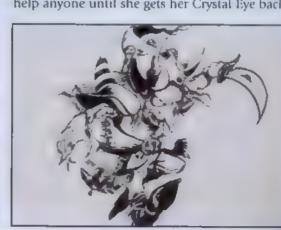
Give Nerrick the Nitro Powder.

ELVEN CASTLE

Like Cornelia, Elfheim consists of both a town and a castle. There's no way to get to the castle from town, so you must enter it from



the world map. At the castle you find that the prince has been cursed by a dark elf named Astos. Matoya may have the cure, but she isn't going to help anyone until she gets her Crystal Eye back.





ELFHEIM



Elfheim Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
COBRA		6		46	ė.	.50	123
GHAST	56	8	10	8/11/2	THIRE, DIA	7/17/	1072
GIGAS WORM	56	37		40	FIRE	1151	631
GOBLIN GUARD	16	8	6	933		18	318
OGRE	100	18	10	65		195	F1950
OGRE CHIEFTAIN	A 324	4.	104			300	2827
TARANTULA	64	15	12	46		450	MAN
WARG WOLF	1728	14		E46		2	190
WEREWOLF	168	14		458		[67]	135
WOLF	20		Ô	28	•	6	24

A few new beasties have been added to the usual assortment of overworld foes in the Elfheim/Marsh Cave area. Ogres are now likely to be accompanied by Ogre Chieftains, although the green chieftains are only marginally more difficult.

Status conditions are often more of a threat than physical damage, so beware of Undead-class Ghasts who can paralyze their victims. Cobras and Tarantulas are also dangerous, as each of their hits can poison its target. These two have basically the same stats with weak attack and defense, and 56 and 64 HP respectively. Nevertheless, they should be eliminated quickly, and you should carry several Antidotes at all times until you learn the White Magic spell Esuna.



Shop Data

Location	Cost	Function
Sanctuary	200	Restore KO'ed party members
Inn	100	Restore party's HP and MP

	WHITE	MAGIC,	LEVEL 3	
Spell	Cost	Class		
Cure2	1500/100	O Kn RM RV	WW WW	
Dia2	1500/100	0 WM WW		
ENulFire	1500/100	O Kri RM RV	V.WM WW	
_Heai1	1500/100	O WM WW		

-	BLACK	MAGIC,	LEVEL	3
Spell	Cost	Class		
Fire2	1500/100	O NI RM R	N BM BW	
Bind	1500/100	O Ni RM RI	N BM BW	
Bolt2	1500/100	O Ni RM R	N BM BW	
_Focus2	1500/100	O Ni RM RV	N BM BW	

	WHLTE	MAGLE	LEVEL	4
Spell	Cost	Class		
È Esuna	4000/250	O RM RW V	VM WW	- 3
Fear	4000/250	O WM WW		
Nullce	4000/250	O RM RW V	VM WW	
Vox	4000/250	Q RW WM	WW	

F	LACK M	AGLC,	LEVEL	4
Spell	Cost	Class		
Sleep2	4000/2500	Ni RM RV	V BM BW	
Haste	4000/2500	Ni RM RV	V BM BW	
Muddle	4000/2500	Ni RM RV	V BM BW.	
Ice2	4000/2500	Ni RM RV	V BM BW	

Shopping Recommendations

Spells

It's spells that help most in the challenges ahead, so devote most of your budget to beefing up your mages. Get Bolt2 or Fire2 so your Black or Red Mage can have a good mass-attack spell. For the third slot, Rind beats out Focus2, but is hardly a most-have. White mages should get Cure2, Dia2, and Null-ire, although not all at once (NulFire can certainly wait).

If you can afford a level 4 spell, grab Plaste, which is far and away the best utility spell in the game. Ice2 and Muddle are the next-best Black Magic spells. The White Magic at this level is a bit weak. Esuna will save you lots of money in the long run, and Fear is a passable trick when things go horribly wrong (though it's not much better than minning away yourself). But Nullce is the least useful of the elemental defense spells, and Vox isn't very useful.

SHOPPING RECOMMENDATIONS

Equipment and Items

So much to buy, so little Gil. Most of your shopping may have to wait until after returning from the next dungeon where you can acquire a pretty serious amount of Gil. You also pick up Steel Plate, a Copper Armlet, and a Dagger, so you may want to hold off on buying those. A Saber for your thief is a good buy, but if you're packing a Monk, don't bother buying anything He'll soon be doing more damage with his bare hands and probably already has a better defense without armor.

For every character not a Monk, huy headgear for now, and consider buying a Copper Armlet for your needlest mage. These pricey items count as body armor, and are the only alternative to the Shirt your mages currently wear.

	W	EAPO	N SH	O.P.	
Item	Cost	ATK	ACC	Class	
Iron Nunchaku	200/160	+16	+0	Ni Mo Ma	1
Dagger	175/140	+7	+10	Wr Kn Th Ni RM RW BM	BW
Crosier	200/160	+14	+0	Wr Kn Ni Mo Ma	
Saber	450/360	+13	+5	Wr Kn Th Ni RM RW	-66
Mythril Sword	4000/3200	127	- 1415 m	Mr. Kn. Ni. RM. RM	-

<u> </u>	A	RMOR	SH	O P	
Item	Cost	DEF	EVA	Class	
Steel Plate	800/640	+24	-23	Wr. Kn. Ni	15
Copper Armlet	1000/800	+4	-1	All Classes	
Iron Shield	100/80	+4	+0	Wr Kn Ni	
Leather Cap	80/85	+1	-1	All Classes	
Helmet	100/80			Mr. Kn. Ni	

	ITEM SHOP	
Item	Cost	
Potion	60/40	T.
Antidote	75/50	
Tent	200/160	- Z
Cottage	3000/2000	
Gold Needle	800/502	TAKE THE

ANOTHER ELF CASTLE?

Back in town, someone mentions a spooky castle he discovered in the northwest. A visit to the Western Keep isn't required, but it will shed some light on the situation. If you were planning to battle some enemies to build levels anyway, you might as well head that direction.



WESTERN KEEP



In the Western Keep is another king who offers to help if you can find his Crown. The Crown is believed to be somewhere in the Marsh Cave, directly south of the Western Keep.



WELCOME TO THE MARSH CAVE

The three-level Marsh Cave is much harder than the Temple of Chaos was, so low-level parties may want to make several short forays. Grab some treasure, escape, and return to



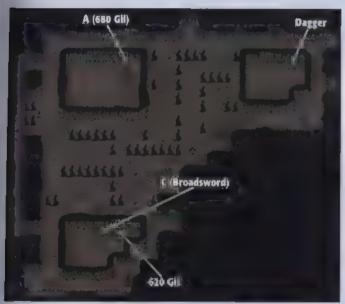
Elfheim for healing. Easy Mode players and higher level parties can probably do it in a single trip, and should skip the north side of B2F to save time.



CHAPTER III

MARSH CAVE











Marsh Cave Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
ANACONDA	. 80	22	10	56		50	165
BLACK WIDOW	28	1(0)	2000	4.8 2		585	AND THE
BLOODBONES		120	12	166	FIRE DIA	₹378	No.
CRAWLER	84	AL .	0.81	.45)	The same of	200	1.180
GARGOYLE	80	12.	8.9	531	GP.	80:	
GHOUL	48	8 3	65	-6	BEIRE, DIAV	50	1937
GRAY OOZE	76,	30			BOLT	70.	737
GREEN SLIME	24			- 17 (N	ICE, FIRE		.8
SCORPION	PARC .	1 / 4	ROR	, 5 5		70.0	REAL TO THE PARTY OF THE PARTY
SKELETON	102	110:1	(0:	TVA	FIRE, DIA		1911
SHADOW	50	1103	01	16	FIRÉ, DIA	45	90
TARANTULA	64		1124	46		50/	141
WARG WOLF		1141	10	46		22	8 3
WEREWOLF		114	6			67	1351
ZOMBIE	20	10	0	15	FIRE, DIA	12	25

A wide variety of monsters lurk in the Marsh Cave, but you saw many of them in the Temple of Chaos. The more mundane newcomers include the Shadow, a feeble Undead-class enemy that can cast Dark on your characters. Gargoyles have 80 HII; but little strength besides their large numbers. Anacondas are snakes that are incapable of poisoning you but do solid damage with their bite.

More interesting foes include the Green Slime, a poisonous blob with ridiculously high physical defense. The only practical way to damage it is with Fire1 or Ice1 spells. Parties without an appropriately equipped Black or Red Mage should choose to flee. The Gray Ooze (which, strangely enough, is blue) looks similar but behaves quite differently. While the Green Slime can only deal damage with Poison, the Gray Ooze has a very high attack score. But it also has a low defense, and a weakness to Bolt1 spells.

Like the Greem Slime, Crawlers have an attack score of I, and instead use their turn to paralyze party members. Crawlers are almost always accompanied by Skeletons or Bloodbones, so it is crucial to cast Dia1 or Fire2 before the Crawler can paralyze your spellcaster. When his friends are dust, climinate the now-harmless Crawler at your leisure.





MARSH CAVE: B1F AND B2F NORTH



As soon as you drop into the pit, you face a choice of going north or south. Going north takes you to a small chunk of B2F that contains three rooms and four treasure chests: 680 Gil, a Dagger, a Broadsword, and 620 Gil. The 680 Gil and Broadsword, however, are duplicate chests that can also be found elsewhere. Is 620 Gil and a Dagger worth a detour? It's up to you.

MARSH CAVE: B2F SOUTH

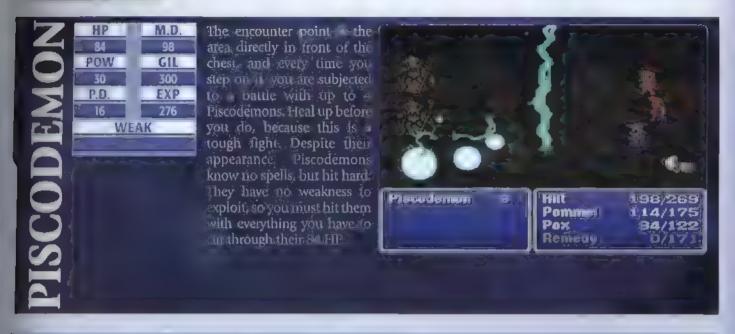
To advance in the cave, go south from the entrance. The staircase there leads to a room in a different section of B2F; where three treasure rooms are to the south, containing the duplicate chests (680 Gil and the Broadsword). To proceed to the third floor, go south from the room with the staircase, and then east along the bottom wall. Go in the first door you find, then out the next one, and the staircase to B3F is just to the southeast.



MARSH CAVE: B3F



This spacious cavern consists of sixteen rooms, many of which are empty. The bottom four all require the Mystic Key to open, so stick to the top three rows. On the west side of the top row in the Steel Plate, and on the east side is 295 Gil. The next row down holds the Copper Armlet, plus a Cottage, and a duplicate Steel Plate chest in the same room. On the third row, the third and fourth contain 385 Gil and another Steel Plate chest duplicate. Best to save your strength for the second room, where the Crown awaits, along with an encounter point.



RETURNING THE CROWN

When you've acquired the Crown, stagger out of the cave and back to Elfheim for healing and to buy equipment (don't forget that Haste spell). You want to be at your best when you deliver the Crown to the "King" of the Western Keep, because a boss fight in waiting for you when you do.





Astos has a strong resistance to both magic and physical attacks. He knows such spells as Reaper (an instant kill if it works), Slow2, Fire2, and Bolt2. Have your Black and/or Red Mages use Haste and Steel on your best Warrior, before they start using their best spells themselves. Everyone else needs to be Johnny on the spot with Cure spells and Potions. Use the MEMO save option before you talk to the King, because no matter how good your strategy is everything could fall apart if a key character gets nailed by

the Reaper spell. Victory earns you Matova's Crystal, Evaluation of the Reaper spell. Victory earns you Matova's Crystal, Evaluation of the Reaper spell. Victory earns you Matova's Crystal, Evaluation of the Reaper spell. Victory earns you Matova's Crystal, Evaluation of the Reaper spell. Victory earns you Matova's Crystal, Evaluation of the Reaper spell. Victory earns you Matova's Crystal, Evaluation of the Reaper spell. Victory earns you Matova's Crystal, Evaluation of the Reaper spell. Victory earns you matova's Crystal, Evaluation of the Reaper spell. Victory earns you matova's Crystal, Evaluation of the Reaper spell.

OLD PLACES, NEW DOORS



RETURN TO MATOYA'S CAVE

From Elfheim, sail North towards Cornelia, and slide your ship under the bridge that the king built for you. There is a port in that small inlet, and from there it's just a short walk north to Matoya's Cave. Matoya trades the Jolt Tonic that the Elf Prince needs for the Crystal Eye.



REVIVE THE ELF PRINCE



Return to Elfheim, and give the Prince his medicine. He rewards you with the Mystic Key, the master key that unlocks all of the locked doors in Cornelia Castle, The Temple of Chaos, Elfheim Castle, Western Keep, and the Marsh Cave. The only item you need to progress is in Cornelia Castle, but the rest of the loot is pretty good too. Time to do some backtracking!

TREASURES IN ELFHEIM CASTLE



To get to this castle's stash, take a step through the small door in the southeast and loop around to the treasure room in the northeast. If you go more than one space away from the wall you'll be sent back to the world map, so don't overdo it. The treasures include the Mythril Hammer (great for White Mages), Bronze Gloves, and a total of 730 Gil.

Encounters in Western Keep

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
MUMMY	80	30	20	60	_ FIRE, DIA	300	- 300
WRAITH	85	22	4	52	FIRE, DIA	231	231

Wraiths are specters that paralyze with each hit. Mummies can put characters to sleep with their attacks. Like all Undead foes, these are easily destroyed by Dia2 and Fire2 spells.

TREASURES IN WESTERN KEEP

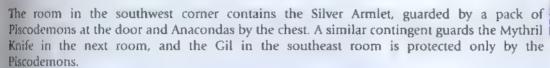
The treasure room is southwest of the center room where you fought Astos. Inside are three chests, each of which is guarded by an encounter spot. The center chest is guarded by between 2 and 6 Wraiths, while the other chests are guarded by up to 5 Mummies. The loot includes a Power Staff, a Falchion (a great sword for Thieves and Red Mages) and Steel Gloves. If you want to avoid fights, open the chests from either side without crossing the space directly in front each chest.





TREASURES IN THE MARSH CAVE

Are the chests behind the four locked doors in B3F worth the trouble? Well, the best treasure there is a Silver Armlet, which is available in the next town for 5,000 Gil. The two other chests contain a Mythril Knife and 1080 Gil. If you decide it's worth the trouble, make your way back down to the third floor and hit the rooms along the south wall.





TREASURES IN CORNELIA CASTLE



Back in Cornelia, enjoy six completely unguarded chests. Loop around to the back of the castle, and you'll find two treasure rooms with three chests each. One room contains a suit of Steel Plate, an Iron Shield, and the key item Nitro Powder. The other room contains a Crosier, a Saber, and a second Mythril Knife.

THE TEMPLE OF CHAOS

The Temple contains some nice Mystic Key treasures, and they're easy to get now that your party is much stronger than during the original visit. In the northeast corner is a pack of Gargoyles near the door, guarding a Werebane and a Gold Needle. The southeast chest, containing the Rune Blade, is guarded by an identical encounter point.



HUNE BLADE OF WERELAND

The Book and Book to Landson.

Lead for the Landson Landson.

Leadinge (based) and many forms.



OLD PLACES, NEW DOORS

MT. DUERGAR





RAIDING DWARVEN TREASURE

Travel along Cornelia's coast to the northwest to find a small port just past the mountain range south of the Temple of Chaos. Hike southwest along the coast from there until you find a ring of mountains with a cave inside. Inside is Mt. Duergar, the Dwarven homeland that the Elves told you about.



In the room north of the entrance is a pair of chests with 575 Gil and 450 Gil. In the huge room at the south end of the cave, locked with the Mystic Key, are eight chests with great loot: a Tent,

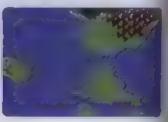


Grand Helm, Wyrmkiller, Mythril Knife, Helmet, Mythril Mail, 575 Gil, and a Cottage. The Wyrmkiller is slightly better than the Were Sword and Rune Blade, and does its extra damage to dangerous Dragon-type enemies, so give it a good owner in a Thief or Red Mage.

BLASTING A DWARVEN CANAL

The Dwarves have a great deal of information for you, and the blacksmith offers to forge you a weapon out of Adamantite, should you find some in your journeys. Repay their hospitality by giving the Nitro Powder to the Dwarf at the entrance of the far south tunnel. He uses it to blow up the bridge of land south of the Dwarf Cave, opening up a canal big enough for your ship. Now you can visit the towns and caves on the outer edge of the continent.





CHAPTER III

CHAPTERIV



Gather information about the Terra Cavern.



Give the Star Ruby to the Guardian of the Titan's Tunnel.



Get new spells and items before your next quest.



Get the Earth Rod from the Sage.



Head west to the Terra Cavern.



Return to the Terra Cavern and use the Earth Rod.



Battle the Vampire for the Star Ruby.



Defeat Lich, the Earth Fiend.

Melmond Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
COBRA	56	6	- 6	46			123	
GIGAS WORM			190 /	746	FIRE	<u> </u>	63	
GHASTS	14,69		16.		FIRE, DIA	AT/A	-130,2	
GHOUL	962	18			FIRE, DIA		35	
HYENADON	120		- 11		2-4	SIL	288	
LESSERJTIGER	182	JW				FIGURE .	3458	
OGRE	4001	276				1984	717.	
OGRETCHIEFTAIN	ARA .					300	781	
SHADOW	T. II				FIRE DIA	7.3	-98	
TARANTULA	_ 1/1						5148	
WARG-WOLF!	HI / R	124	- 1			The Re	140-181	
WOLF	20	8	0	28	-	6	24	

The only new foes in the Melmond Area are Hyenadons and Lesser Tigers. Both attack in large packs, and are quite

a bit tougher than the Wolfseries foes encountered up to this point. Take them out one by one with physical attacks, backed up by low-level spells like Sleep1, saving the good stuff for the ferra Cavern.





MELMOND



THE TOWN OF MELMOND

Melmond's port is just west of the canal the Dwarves made for you, and the town is only a few steps east of the port. A ravaged community, filled with tales of Vampires and

Golems in the nearby caves, greets you inside. The grueling Terra Cavern is your next stop, so buy a few key supplies like the Life1 spell before going any farther.





CHAPTER IV

Shop Data

Location	Cost	Function
Sanctuary	N/A	Restore KO'ed party members
_Inn	100	Restore party's HP and MP

	WHITE	MAGLC	LEVEL	5
Spell	Cost	Class		
Cure3	8000/500	DO RM RW	WM WW	
Life1	8000/500	OO RW WM	WW .	
Dia3	8000/500	OO WM WW	<u>L</u>	1
Heal2	8000/500	OO WM WW	1	

	BLACK M	A.G. LEVEL 5	
Spell	Cost	Class	
Fire3	8000/5000	RM RW BM BW	
Poison	8000/5000	RW BM BW	
1 Warp 1	8000/5000	RW BW	
Slow2	8000/5000	RM RW BM BW	

SHOPPING RECOMMENDATIONS

Spells

White Mages should get Life1 as soon as possible, for obvious reasons. Cure3 and Dia3 nicely round out the level 5 slot, but those spells can wait for now. Black Mages should also pick up Fite3.

Poison is a bit of a gamble, but sometimes it pulls off a miracle and wipes out a field full of powerful enemies.

This is where the Red Mage's lack of specialization begins to lunt: Cure3 is the only White Magic he can learn (until the Class Changes), and his Black Magic choices are limited as well.

Shorping Recommendations

Equipment and Items

If you opened all the Mystic Key chests, then you already have better equipment than most of the stuff sold here. Besides the absurdly expensive Knight's Armor, the only stand out item is the Silver Armlet, which is a significant armor upgrade for spellcasiers. But there are some very important spells to buy, and they don't come cheap. Get some extra gill by hocking all your unused Mystic Key treasures, unless you think you REALLY need three Mythril Knives...

4.44		WEA	P.O.N	SHOP	
Item	Cost	ATK	ACC	Class	
Crosier	200/160	+14	+0	Wr Kn Ni Mo Ma	
Saber	450/360	+13	+5	Wr Kn Th Ni RM RW	
Long Sword	1500/120	00 ±20	+10	Wr Kn Ni RM RW	3
Falchion	450/360	+15	+10	Wr Kn Th Ni RM RW	

	ARI	M Q.B.	SHO	P
Item	Cost	DEF	EVA	Class
Knight's Armor	45.000/36.000	+34	-33	Wr Kn
Silver Armlet	5000/4000	+15	-1	All Classes
Grand Helm	450/360	+5	-5	Wr.Kr.Ni
Bronze Gloves	200/160	+2	-3	Wr Kn Ni
Steel Gloves	750/600	-44	-5.	Wr Kn Ni

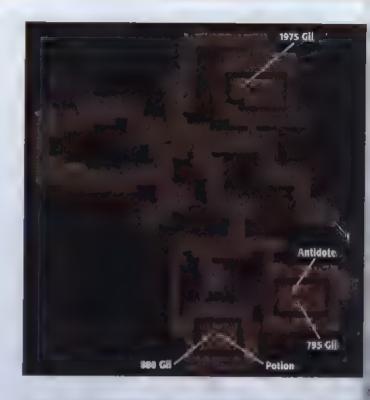
TOWARDS THE TERRA CAVERN



Walk west and slightly south from Melmond until you see a thin strip of land that connects to a triangular island with two large mountain ranges. Between the mountain ranges is the mouth of the Terra Cavern.

TERRA CAVERN











CHAPTER IV

Terra Cavern Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
ANACONDA	80	22	10	56		50	165
BLACK WIDOW	728	10		28		DAVE.	3000
COBRA	196 3	760		16.		Tyi)	NEW
COCKATRICE	356			45		200	
GARGOYLE						2.80	1822
GHAST.	56		_ 3 05	44	PIRE, DIA	3178	474
GNOMA	\$2887	J. J	78	130	FIRE	168	1936
GOBLIN GUARRI	16	ETE TO			No. of Contract of	160	31
HILL GIGAS	FAIL	36		120		1879	18/6
LIZARD	372	10	TE VIII			50	N ST
MINOTAUR	166	1127	35 (1)			489	489
MUMMY 1	90	. 10	149	- (,1)	FIRE, DIA	300	360
OCHRE JELL		4 72			CE FIRE	70	252
OGRE	100		110		1.1.11		31957
OGRE CHIEF DAIN	1152:1	78-74F	TIAL .	JW I		300	282
OGRE MAGE		147	PARE	100		1713	
PISCODEMON	2843	L NOT L		98		200	276
SPHINX	338	1984	A P. CT	_ 115		1160	1160
TARANTUE	184 5) sign		<u> </u>		I JAN T
TROLL	184	With the second	I MT	Teu	1948	1.73	
WARG WOLL				- 44	-	3 7 6	
WEREWOLD		200		oly Liften	4-9	11.70	734
WIGHT :	1977	良	11/4	2745N	FIRE, CAL	150	
WRAITH	86	22	4	52	FIRE, DIA	231	231

Monsters in the Terra Cavern are strong and hardy. Few of them have any special attacks or magical weaknesses, so this dungron tests your endurance more than your wits. The Hill Gigas, for example, has 240 HP and an Attack Power of 38, while Minotaurs are only slightly weaker with 164 HP and an Attack Power of 22. The Gnoma elemental has 288 HP and a stunning Attack Power of 68. Fortunately, Gnoma does have a weakness to Fire, as do Trolls.



It's often the weaker enemies that are the most dangerous, however. Cockatrices have only 50 HP and an Attack Power of 1, but can turn you to stone with a glance. If you don't have a Gold Needle to reverse the effect, you must run all the way back to Elfheim to buy one. New undead loes, Wights, have the ability to paralyze your party, and are often joined by sleep-inducing Munmies,

Former encounter point favorites like the Piscodemon and Gargoyle are abundant here, as are old friends like the Lizard, Arachnid, and Ogre Chieftain.

There are a few new enemies in the lower levels of the Terra Cavern. The Sphinx have 228 HP, but with a low Attack Power, the battles are more time-consuming than danger ous. They are well worth the time spent, since they give up 1160 EXP a pop when defeated.

Wizard Ogres have access to a few spells, like Sleep Land Ice2, but usually waste their turns casting weaker spells like Blink. Still, you should take them out before their less educated Ogre brethren, just in case.

Other Jelly have fairly high attack scores, but are weak to both physical attacks and some spells (Fire and Ice type magic). They appear quite rarely, so those looking to fill up their Enemy Logs may need to do quite a bit of searching.

TERRA CAVERN BIF

You can go six different directions from the start of B1F, but only the east route leads to the B2F staircase. The south route leads nowhere, and the west and southwest routes lead to a very dangerous loop; the west wall is made up entirely of encounter points. If you attempt to travel around the loop, you fight Hill Gigas and Lizards very frequently. This is a good way to get EXP, but it's always a good way to get killed, so play it safe and stay far away.



The north route leads to a room with a chest that contains 1975 Gil. It's guarded by an encounter point with a deadly Gnoma enemy, but it's to the right of the chest, and can be avoided. The southeast route forks, and each path leads to a treasure room with two chests and an encounter point. The treasures are pretty mediocre: 880 Gil, a Potion, an Antidote, and 795 Gil.

TERRA CAVERN B2F

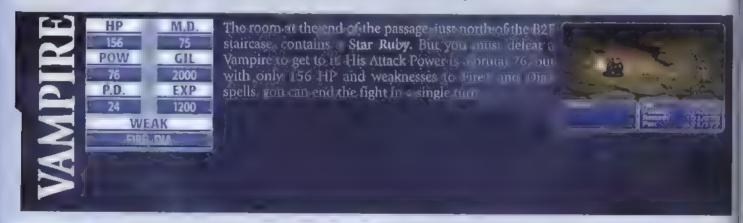


There are two treasure rooms in this floor. To get to the first, head southeast around the pile of boulders, and east from there. This treasure room contains a Coral Sword, a Tent, and 330 Gil. The Coral Sword does extra damage to aquatic enemies, and may come in handy later. To get to the other treasure room, go south from the boulders, then east at the east-west fork, and south again. The three chests here contain a total of 5,575 Gil, and a Leather Shield. Near the door is a Gnoma encounter spot. To get to the staircase from the second treasure room, loop around the wall to the northeast.

TERRA CAVERN B3F

Your destination is just a few steps to the north of where you enter this floor. Unfortunately, there's a wall in the way, and you must travel east, north, west, south and east again, making a giant loop around the whole floor. You pass a few treasure rooms along the way. At the end of the east passage is a room with a chest that contains a **Sleeping Bag**. In the east end of the north passage, after fighting through a Gnoma encounter point, there is a **Potion**. A door to the north in the middle of the west passage contains another Gnoma encounter point, and a more worthy reward of **3400** Gil. Finally, towards the end of the south passage, as you turn back to the east, a final treasure room contains **1020** Gil and one last Gnoma encounter point.





PATH BLOCKED

After snagging the Star Ruby, you discover that further progress is blocked. Walk back out and return to Melmond for healing.

TITAN'S CAVE



PAY THE TOLL TO PASS

The next destination is Titan's Cave, which is west of the isthmus that leads to the Terra Cavern. Titan's Cave is a very small cave, guarded by a giant Golem. Feed him the Star Ruby, and he allows you to pass.

Before you head to the staircase on the other side, turn to the south and raid this cave's treasure room for a Mythril Helm, 1070 Gil, and a Great Axe.





THE SAGE'S CAVE



The staircase on the other side of the Titan's Cave takes you past the mountain range at the western tip of the Melmond area, just north of the Sage's Cave. Travel down to meet the Sage and he rewards you with the Earth



Rod. This Key Item lets you enter the lower two floors of the Terra Cavern. You can guess what's next: Back to the Terra Cavern, level B3E

TERRA CAVERN B4F



In B3F, use the Earth Rod at the stone block just past the room where you fought the Vampire. Doing so reveals the staircase to B4F.

From the entrance, head northwest to a treasure room that contains 11,825 Gil and a Staff. There are several encounter points in this room, containing a mix of Ogres, Hyenadons, and a few high-EXP Spinx. A second treasure room in the southwest corner of this floor. It contains 1250 Gil, a Tent, and a Mythril Shield, all guarded by more Ogre/Hyenadon encounter points.

TERRA CAVERN BSF

This floor is empty except for the boss, so you might as well head right over to him. Go north, then west, then south, then west again, and you're right at his door. Heal up to max, save your game to the Memo file, and go meet the Earth Fiend, Lich.





HP M.D.

800 120

POW GIL

40 3000

P.D. EXP

40 2200

WEAK

FIRE DIA

Lich has 800 HP and fairly high physical defense score. Fortunately, he's weak against fire, so black and ked Mages are able to contribute something beyond casting Haste on the Warriors and Monks (which they should still to of course). White Mages should cast Dia spells, although their first priority should be ending to the party's dead and wounded tick in theo strong of a physical attacker although his attacks can stun their victims, but he does have plenty of nasty spells like ice? Fire2: Bolt2, Sleep2, Slow Bind set Tee? seems to be his favorite so Nullce is worth using if you have it

Defeating Ligh causes—portal appear in the back of this room, which is a welcome sight to those with sore feed once your party's Earth Crystal has been reactivated hop into the portal for a free ride to the overworld





CHAPTERV



Sail southwest to Crescent Lake.



Get the Canoe from the Twelve Sages.



Canoe upriver to Mt. Gulg.



Battle the Fire Fiend, Marilith for the Fire Crystal.



Crescent Lake Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
ANACONDA	. 80	22	10	56		50	165	
CENTIPEDE	222		10	116		300	1194	
HILL GIGAS	240	.301	1//2	120	·	33793	879	
MINOTAUR	164		(I)		-	_ 12489 8	489	
OGRE CHIEFTAIN	132	DP E	1911			380	262	
OGRE MAGE	144	Jan		1800		国列斯	1,0,1	
SCORPION	84		16	155	452	110	0.45	
TROLL	184	24	12	100	FIRE	621	621	

Centipedes are the only new foes encountered in this area, but old favorites like Ogres, Trolls, Iffil Gigas, and Scorpions appear in much larger quantities. Since Crescent Lake is near, you can afford to obliterate the large groups with your best spells, but magic won't be enough to take down the hardy Centipedes. They have 222 HP each and no magical weaknesses, so Haste-enhanced fighters are the best way to deal with their ilk.

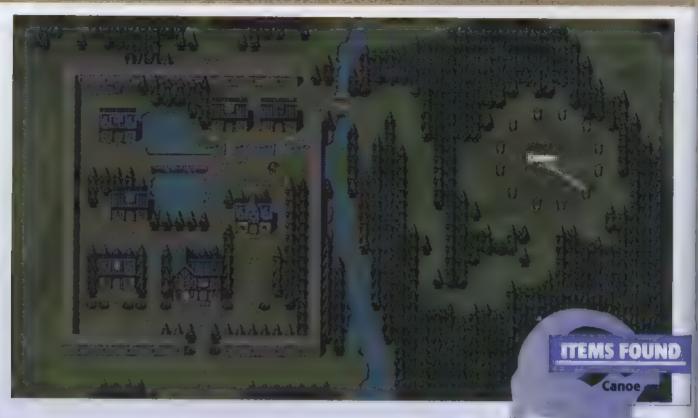


THE TOWN OF CRESCENT LAKE



Sail southwest from Melmond, past the tip of the peninsula with the Terra Cavern and due west across the sea. You end up at the east shore of the continent, between two ports. Disembark at the southern one and start hiking southwest. The battles here can be grueling, but go ahead and hit the foes with everything you have, since you don't have far to go. Cross a large patch of forest, loop around below the lake, and discover the small town of Crescent Lake.

CRESCENT LAKE



Shop Data

Location	Cost	<u>Function</u>
Sanctuary	400	Restore KO'ed party members
<u>lnn</u>	200	Restore party's HP and MP

-	WHERE	MAGLO	LEVEL 6	
Spell	Cost	Class		
Stona	20.000/13	5.000 WM WW		
Warp2	20,000/13	3,000 WW RW		-
_Shld2	20,000/13	5.000 WM WW	RW	
_Invis2	20,000/13	3.000 WM WW	RW	

AND SECTION	B LACK	MAGLO	LEVEL	6
Spell	Cost	Class		
Bolt3	20,000/13	3.000 BM BW	RW	
Reaper	20,000/13	3,000 BM BW		
Quake	20,000/13	3.000 BM BW		. 7
Stun	20,000/13	3.000 BM BW		

SHOPPING RECOMMENDATIONS

Spells

The Level 6 spells break the bank at 20,000 Gil a pop, but do offer a few exciting rhoices. White Mages can choose between Shkl2, Invis2, and Stona, all of which are good spells but won't help too much in the near future. Shkl2 in a good choice for now, but resist the temptation to get Invis2. Stona is a must later on, and you want to save a slot for Warp2 after the class change.

Black Mages want Bolt3 for sure, but the test are a little strange. Reaper sounds more powerful than Stun, but Stun is the better choice since its odds of success are so much higher. Quake has a lower chance of an instant kill than Reaper, but it reliably wipes out about half of a large group of enemies, so it's a little more useful.

Red Mages have an easy choice: Wait. They can't learn any level 6 spells until they class change, then they're limited to Warp2, Shld2, Invis2, and Bolt2



Equipment and Items

It your Warriers are not yet clad from head to toe in Mythril, buy anything source missing here. New items include the Mythril Cloves and the Buckler, which is the first shield usable by Thieves and Rod Mages. Its Defensive Power is only 2, but that's 2 more than either of those classes had before. The Mythril Axe is the only new weapon, and it's worth picking up if you have multiple Warriers or can afford the reduced accuracy (although you can find a freebie in the next dungeon).

	W	A.P.O	N S	нов
Item	Cost	ATK	ACC	Class
Mythril Knife	800/640	±10	+15	Wr Kn Th Ni RM RW BM BW
Mythril Sword	4000/3200	+23	+15	Wr Kn Ni RM RW
Mythril Hammer	2500/2000	+12	+5	Wr Kn Ni RM RW
Mythril Axe	4500/3600	+25	+10	Wr Kn Ni

	A	RMO	R S	H O P
Item	Cost	DEF	EVA	Class
Mythril Mail	7500/6000	+18	8	Wr Kn Ni RM RW
Mythril Shield	2500/2000	+8	+0	Wr Kn Ni
	2500/2000	+2	+0	Wr. Kp Th Ni RM RW
Mythril Helm	2500/2000	+6	-3	Wr Kn Ni
Mythril Gloves	2500/2000	· define	3	Wr.Kn.Ni.RW

	LTEM SHOP	
Item	Çost	
Potion	60/40	
Antidote	75/50	
Tent	250/160	
Cottage	3000/2000	

THE TWELVE SAGES

Don't be confused by Crescent Lake's odd layout, there's more to this town than the handful of shops seen when you enter. Cross the small stone bridge to the northeast and follow the path to the field where the twelve sages await. If you have defeated the Lich in the Terra Cavern, they tell you about the remaining Fiends and give you a **Canoe** so you can find the next Fiend.



River Encounters

NAME	HP	POW	P.D.	M,D.	WEAK	GIL	EXP	
CRÓCODILE.	184	42	16	103	BOID	900.	816	
HYDRA	212		114	116	TAV///illiani	150	9151	
OCHU9	208	9200	24	(116)	BOUTAN	102	1724	
NEOCHU	1344	1859	132			500	3186	
PIRANHA	1927	12	Û.	5682	180(11111111111111111111111111111111111	With 201	240	
RED PIRANHAII	Arti I	37:	20	JB3/1	, - 13(1111	- 46	3546	-
WHITE CROC	288	56	20	143	BOLT	2000	1890	-

The enemies encountered whenever you use your canoe are among the toughest you've ever fought. They put even the denizens of Mt. Gulg to shame, so be very careful while you travel the world's network of rivers.

Most enemies on the river share a weakness to Bolt, including the very deadly Crocodile and White Croc. These foes don't have too many hit points, but have an attack power of 42 and 56, more than enough to do triple digit damage to the non-fighters in your group. Crocodiles of both types usually appear in mixed groups of enemies, so have Black Mages cast Bolt2 while fighter types target the Crocs to make up the difference and finish them off in one turn. Ignore the Piranhas that accompany them; they're weak both offensively and defensively, and likely get destroyed by the Bolt without any help from the offensive line.

Ochus are also weak against Bolt, but the stronger Neochus are not. Both are hardy and capable of poisoning you, making them a significant threat. Destroy them after the Crocs and before the Piranhas, Red Piranhas, and Hydras, which are the weakest of the river monsters.

The river is the best place to visit when you need to level up fast. While there is some risk in this, river enemies give up buckets of EXP, up to 3189 from the particularly meaty Neochus.

MT. GULG

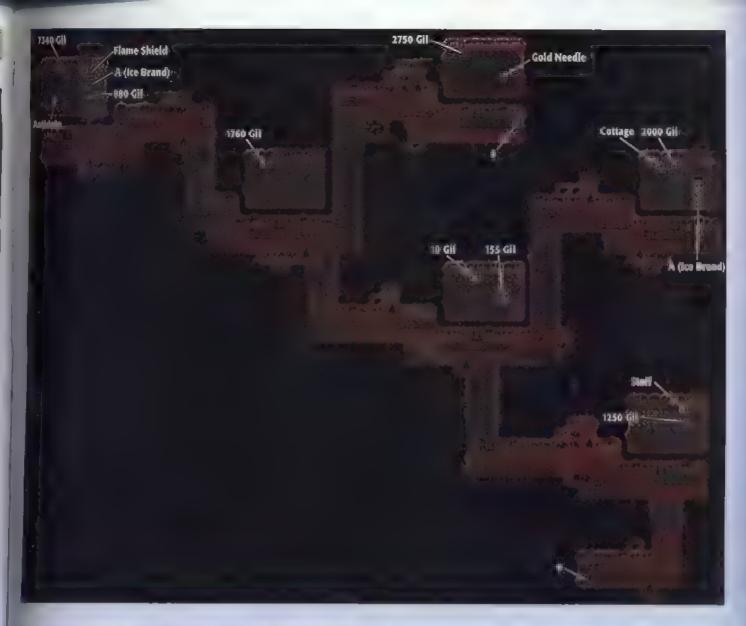










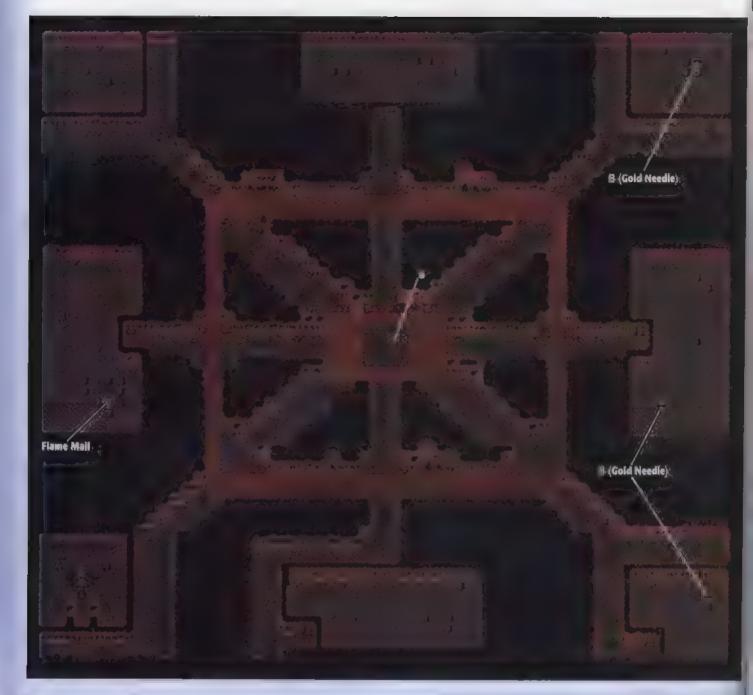


Antidote (x2) Antidote (x2) Claymore Cottage Mythril Glove Mythril Helm (x2) Flame Mail Flame Shield Potion (x2) Staff Ice Brand Tent

CANOEING TO MT. GULG

The Canoe allows for travel on rivers, such as the one west of Crescent Lake. Take that west, then turn north at the second fork. Pass the first northwest fork (which leads nowhere) and go north down the second. When that path forks, head due west to Mt. Gulg where the Fire Fiend has made her home.





MT. GULG B1F

Don't waste much time trying to find a way around the lava in the Gulg Volcano, because there isn't one. That's fine as the lava may deal 1 HP of damage to your party with each step, but no enemies attack while you're on it, so it's actually safer in the long run. As bizatre as it sounds, if you're low on health and running for the exit, the best strategy is to stay knee-deep in boiling magma whenever possible.



Mt. Gulg Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
CENTIPEDE	222		20	116.	- Ar-	300	1194	
FIRE GIGAS	300	30.5	J/2011	135a_	18.1	- 1508	1506	
FIRE HYDRA	(182)	****	114	103	J 7 (8 5)	205	1215	
FIRE LIZARD	296	- 4	18	143	g (u.k	12.XI	2472	
HELLHOUND	192	174	8	M0311	3.42	600	1182	
GRAY OOZE		330	7	55	1 (4)	75.1	255	
HILL GIGAS	240	- 502	12.	120		200	1879	
HORNED DEVIL	194		597	1272	-	Waitz	387	
HYENADON	120	2.0	4 .	76		2/2	288	
LAVA WORM	280			(143)		J. (1)	167."	
LIZARD	92	· 通	12	355		350	1531	
MINOTAUR	164	2/ <u>0</u> ()	2	95		489	489	
OGRE CHIEFTAIN	132	\$ 1.0°	14	i7Ii		45000	282	
OGRE MAGE	144	- 481).		80		31.91.	723	
PYROLISK	44		4!	145	1.0 5	500	423	
PYROS	276		20	130	11/4	8001	1620	
RED DRAGON	248		130	200		4000	2904	
SCORPION	1841	122	IQI	1550		WOI	225	
SPHINK	228	934	[2]	N15.	120)[160]	1160	
WRAITH	86	22	4	52	FIRE, DIA	231	231	

the legion of new foes in Mt. Gulg are a dangerous bunch. Fortunately, nearly all of them are weak against Ice, so Black Magic equipped parties are in pretty good shape. The trick is to figure out who is worthy of your few and precious Ice2 spells. Alas, this 4th level spell is your strongest option. Fire3 is virtually useless and Bolt3 is best saved for river enemies.



fopping the danger list are Pyros, Lava Worm, Fire Gigas, Fire Lizard, and Hellhound. Fire Gigas have particularly obscene attack scores, and can wreck your party with their standard attacks. Fire Lizards and Hellhounds have little in the way of offensive strength, but cast Fire-type magic spells that can affect the whole party. If your White or Red Mages have NulFire, you may want to use it versus large packs of these enemies. Pyros and Lava Worms are all-around strong foes, with solid attack and defense scores. Fortunately, Lava Worms always travel alone and Pyros never attack in groups of more than two, so they can be dealt with quickly by your offensive line.

Other threats include the very rare Red Dragons, which have no weakness and sport the high of attack score in the volcano. Haste-enhanced fighters are your best bet. Pyrolisks have total be unimpressive stats, but can kill in one hit with a Squint attack. Don't waste your Ice2; with only 44 HP, even Bolt2 can usually clear the field of these fragile foes.



The most common enemy in the volcano is the Horned Devil. These annoying creatures have high magic resistance and are not weak against Ice, so you must clear them out with physical attacks.

MT. GULG B2F

If you cross the lava west of the entrance, you can make it to the stairs and down to B3F in just a few seconds. If you're playing on Easy Mode and don't need cash or EXP, that's not a bad idea although you should still make a quick foray to the Claymore. Most of the treasures here aren't anything special, but Normal Mode players may want to raid the eighteen chests on this floor for the Gil they contain and the EXP you can earn from defeating their powerful guardians.

The shortest route is heading west from the entrance and going through the second door to the north. Carefully navigate through the winding passages, hitting the chests in order. These chests are guarded by encounter points, which force you to battle one or two Pyros. They're powerful foes, but Ice1 and Ice2 spells make short work of them. The only real item of interest on this floor is the Claymore, which is unavailable anywhere else. It's slightly weaker than the Mythril Sword (by 2 points), but a good deal more accurate (5 points). It does additional damage against Giant-class enemies, like Gigas and Ogres you may find wandering around here.





Head to the top of the cave, then west. You pass the two chests with a total of 1445 Gil between them, but are guarded by another Pyros encounter point. Continue south to find the large room with the other 12 chests. There's an encounter point near the entrance, but only one encounter point inside the room itself. It's at the spot where you're surrounded by chests on six sides, and the enemy is a Lava Worm this time. It's a little tougher than the Pyros, and it deals more damage, so use Ice1 to kill it within a turn or two. The chests contain Gil, Mythril armaments, and basic supplies. Check out the maps for what is found in each chest.

MT. GULG B3F-A, B4F-A, B3F-B

Head east through the lava filled corridor of B3F-A, then southeast in the small segment of B4F that follows. In that corner is a staircase that takes you up to a new chunk of the third floor, B3F-B. This area is equally barren (there are no chests anywhere in B3F), but it's larger and easier to get lost as you make your way to the staircase in the southwest corner. There's still plenty of lava here, so keep an eye on your hit points.

MT. GULG B4F-B

That staircase takes you to the far more interesting area of B4F-B, where fifteen chests wait to be plundered. Among the loot is the powerful **Ice Brand** (which is great in general, and particularly amazing here). You also pick up the **Flame Shield**, which is definitely worth picking up.

Pick up both major items, as well as a nice chunk of Gil, in the room at the west end of the hall. The chests are guarded by a single Lava Worm encounter spot. If you continue southeast from there, you pass a room with a single chest (containing 1760 Gil), and another room with two chests (a paltry 155 Gil, and a Lava Worm to boot!) at a fork in the road. If you go east, you'll find a room with three more chests. One of them is a duplicate of the Ice Brand chest (so if you already got it, it will be empty), and the others contain 2000 Gil and a Cottage.



The south fork leads to the stairs going to the next level, after passing a room with two chests (1250 Gil and a Staff), guarded by a Fire Lizard encounter point. Unless you're looking to get a perfect score for unlocking the Collections, there's not much reason to stop by these chests.

MT. GULG B5F

This large area is surprisingly sparse. The three chests in the east, northeast, and southeast corners all contain the same Gold Needle (which won't even be there if you got it on B4F-B), so only the chest to the west is new. It contains the Flame Mail, which turns out to be a great piece of armor when you get out of here. Unfortunately, you must fight through a Fire Lizard and a Red Dragon to get to it. Both foes use Fire-type magic spells to decimate the party, so use NulFire if you have it, or hit them hard to cut through them quickly if you don't.



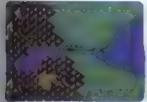
When you attempt to touch the crystal in the southwest room, the Fire Fiend, Marilith strikes. All of her attacks are Fire based, so NulFire effectively reduces the amount of damage she does. She can also cast Fog and Bind, but there isn't much you can do about that. You may think Marilith would be weak against Ice but you'd be wrong. Red and Black Mages should instead use their spells to cast Haste on everyone capable of doing physical damage since it is the key to winning this fight. Healers should keep the fighters hale and hardy, and everyone else should concentrate or cuiting through Marilith's

1200 HP. If you're feeling especially lucky, try casting Bind or Stun on Marilith for the advantage. While the hances for it landing are it does worksfrom time





CHAPTER VI



Sail and Canoe to the Ice Cavern,



Slip through a crack in B2F-B.



Climb back up and drop to the Levistone.



Sail south to the Lykion Desert and use the Levistone.

Ice Cavern Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
BLOODBONES	144	26	12	76	FIRE DIA	378	378	
COCKATRICE	177			(47)		\$26D	A PORT	
DARK WIZARD	105			170		1095	1095	
GHAST.	96	[1]	101	40	EIRE, DIA	ALTER A	1174	
ICE GIGAS	(3.6)			150	FIRE	-112-12	1992	
MINDFLAYER	MIP)		173	187	1.8	991)	177	
MUMMY	40.		40	60	FIRE: DIA	500	300	
PISCODEMON	1111	3.46	H		Part Control	500	274	
REMORA	520			185		1000	124	
SPECTER)67(JIRE, DIA		1452	
WHITE DRAGEN	200	41175		196	BOLT, FIRE	2000	TAN	
WIGHT	基7 0	26/33%	N.	0.6	FIRE, DIA	150	1150	
WINTER WOLF	1/3/2	11.11		155	FIRE	.03	700	
WRAITH	86	22	4	52	FIRE, DIA	231	231	





There are three types of enemies in the Ice Cavern: Undead, Ice beasts, and Magicians. Standard Undead-slaying tactics work fine against the Mummies, Wraiths, Specters and others here, so use Dia2 if you have a White Mage (only Specters and Bloodbones have enough IIP to warrant Dia3), and Fire2 and Fire3 if you don't. You may want to do both against Mummies and Specters, just in case one of your casters ends up paralyzed or asleep.

fre enemies include White Dragons, Ice Gigas, and Winter Wolves. All three, predictably, are weak to Fire. So have your Warrior equip the Flame Sword as soon as you get it, and have your Black and Red Mages use lower level Fire spells (save the best stuff for the Magicians). Ice Gigas and White Dragons both have fairly strong magic resistance scores, so it takes a combination of strong physical attacks and Fire-type spells to take them out before they can start wreaking havoc.

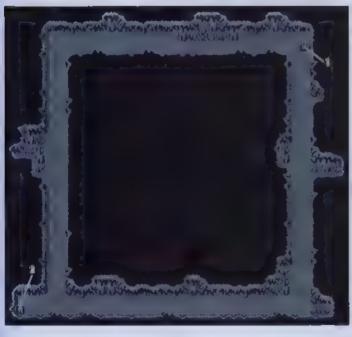
The Magicians may be the most dangerous. Piscodemons aren't so bad, but Dark Wizards and Mindflayers have fun spells like trance (which can paralyze the whole party), Reaper, Fire3 and Bolt3. As a bonus, any physical attack a Mindflayer lands has a good chance of an instant kill. They have only 112 hit points (Dark Wizards have 105), so killing them quickly is the way to go. Have all your offensive spell-casters use their best spells (neither foe has any particular weaknesses or resistances, but both are generally strong against Magic) while the offensive line targets them individually to do the leftover damage.



ICE CAVERN

ICE CAVERN

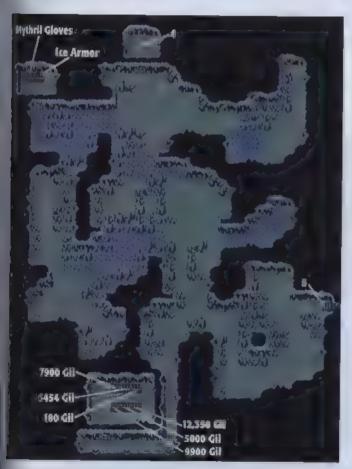


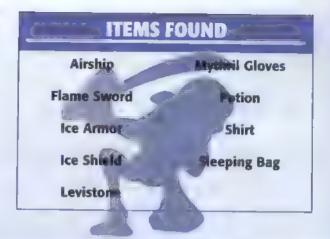




CHAPTER VI







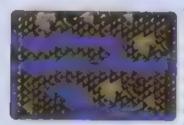
THE SEARCH FOR THE LEVISTONE

The goal now is to go to the Ice Cavern and retrieve the Levistone, a key item that leads to the Airship. Heal up and buy some gear at Crescent Lake, then head back to the ship you left docked northeast of town.



Sail to the north until you find another port. You can leave your ship at the dock, or take it straight to the river mouth and hop directly onto the canoe.

CANOEING TO THE



There are many dead ends in this segment of the river, so follow the wall of mountains to your right and head north to get through the first part. At this point you have a choice of 2 paths: An upper path and a lower path both

leading to the west. Follow the lower path heading west and, you'll end up in a small grassy area with the entrance to the Ice Cavern.

ICE CAVERN B1F-B3F

You can't get to all the good stuff in B1F without taking the long way around. So for now, head straight to the only staircase that's available. Go east or south in B2F-A, but both paths are the same length and lead to the same place: the staircase down to B3F.

ICE CAVERN B3F-B4F



Take the other staircase in B3F, and you end up in the much more interesting area of B2F-B. Circle around until you find the door to the room, and then take a good look around before you dash to the chests. That's the Levistone you came for in the middle, but do you see those tiny cracks? When you step on them, they drop you through the floor to B4F. It's somewhere you need to go, but if you want to pick up the treasure on the left first (which contains the Flame Sword), go wide around the cracks and get it from above. Get the chest on the right with a similar method, but it contains only a Shirt. Alas, there is no way to get to the Levistone at this point. You must step on a crack to progress.

ICE CAVERN B4F

There's an encounter point in the middle of the room you fall into, so prepare to fight a legion of Undead Specter-type enemies when you take a step forward. When you get out of that room, you start seeing chunks of blue ice on the ground. These are exactly like the lava spots in Gulg Volcano: They do 1 damage to each party member with each step, but are free of enemy encounters.





If you cross the blue ice to the west, you find a room with two chests, containing Mythril Gloves and Ice Armor, guarded by a White Dragon encounter point. The dragon isn't as tough as it

looks. It has just 200 HP, with a weakness to Fire and Bolt, and little physical defense. If you haven't completed Mt. Gulg yet, the Ice Armor comes in mighty handy. Besides its resistance to Fire, its stats are identical to the Flame Armor.

To proceed, cross the blue ice to the south, and then cut east while still on the ice so you don't get stuck at a dead end. Directly south of where you exit the ice patch, is a treasure room that contains six chests with over 30,000 Gil. Surely that's worth a fight with a pack of Winter Wolves. From the treasure room, follow the south wall to the east, to end up at the stairs.

ICE CAVERN BIF

Those stairs bypass two whole floors and take you directly up to the section of B1F you couldn't access earlier. The chest right outside the stairwell contains a Potion, but the unguarded chest in the small room on the way out contains a respectable 10,000 Gil.

Before you enter the room in the east, take a moment to assess the state of your party. The stairs in the northeast corner lead back outside, so if you're near the brink of death, get out and use a Cottage. Unfortunately, when you re-enter you are back at the original entrance, and must travel through the dungeon again.

If you're still in pretty good shape, then head into the room on the west and help yourself to 9500 Gil, a Sleeping Bag, and an Ice Shield. When you're done looting, step on the crack and take a dive back down to B2F-B, where you land right in front of the Levistone.



The single square between you and the treasure contains an encounter point with an Evil Eye. The backnews I knows every nasty spell in the game, including Doom which is usually an instant kill. The good news I has only 192 hit points. Hit it with your strongest standard attacks and best spells, and it should die within a round or two before it can take down too many of your guys.



GETTING THE AIRSHIP

Grab the Levistone, then jump down a crack to either side (if you go to the south, you fight the Evil Eye again). Work your way through B4F and to the staircase out in Level B1F, and then ride the river back to your ship.

Return to the Crescent Lake area and get back on your Canoe. Instead of taking the river west toward Gulg Volcano, go south as soon as you enter the mountains, and head for the Lykion Desert, a small patch of sand directly south of Crescent Lake.





Walk into the center of the desert, and use your Levistone. The Airship rises out of the sand, and the world will be at your fingertips. The first priority is the long-awaited Class Change, but you may want to make a pit stop at the town of Gaia first. There you can pick up a new spell (ICE3 for Black Mages is the only one that won't require a Class Change) and some pricey new armor.



CHAPTER VII



Find a landing spot near the Citadel.



Give your Crown to the man on 1E.



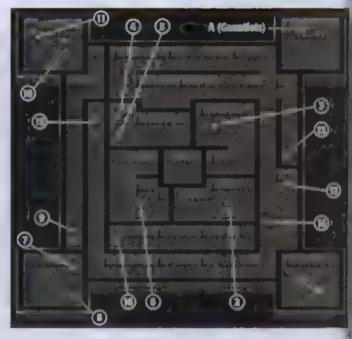
Battle the Dragon Zombies for the Rat's Tail.

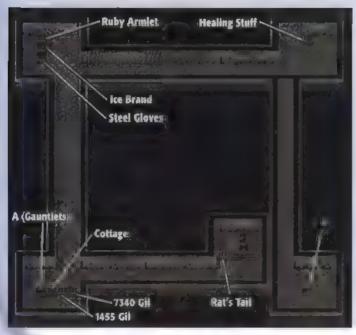


Deliver the Rat's Tail to Bahamut.

THE CITADEL OF TRIALS







Cottage

Gauntiets

Healing Staff
Ice Brand

Rat's Tail

Ruby Armlet

Steel Gloves

CHAPTER VII

Encounters Outside the Citadel

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
BASILISK	196	30	20	91	A. T. S.	658 .	1977	
HYDRA	212			1116		190	915	
LESSER TIO	132	2.0		85.		100	. 438.	
OCHU 128	208			31163		102	M1224	
SABRETOOTH	200	-5781	: Al .	106	1300	500	843	
SAND WORM	200			1103		900	2683	
SPHUNX	228	To A for	(1)	11151		21604	1160	
WERETIGE	160	H.H	97.1	93%		780	780	
WYRM	260	40	22	131	•	502	1218	

If you took the Airship, you'll encounter a number of battles on the long walk to the Citadel. Most of these are against Weretigers, a poisonous but fairly easy foe, and Sabretooths, which are easily dispatched. Rarer but more dangerous new foes include the Sand Worm (kill it quick before it can use Quake), the Basilisk (bring plenty of Gold Needles), and the Wyrm, a tough tighter.



Encounters Inside the Citadel

NAME	НР	POW	P.D.	M.D.	WEAK	GIL	EXP	
CLAY GOLEM	176	64		93	G	800	1257	
DRAGON ZOMBIEL	268	M3.6		11358	FIRE/DIA	999	2331	
HORNED DEVIL	94	MI	198	157	7 (60)	387	387	
KING MUMMY	1188		140	95	FIRE DIA	/1000	/984	
Medusa 2	68.		- 1	551		1699	≥699.	
MINDFLAYER	(112)		10	1871		1999	822	
TI UMARAY 2	80	_ <u> </u>		1600	FIRE, DIA	300	300	
NECROTALIE	224	1,64		116.	TFIRE, DIAT	1050	1050	
NIGHTMAR	200	[44][1	147	100	HEE	700	1272	
RAKSHASA	110	20	30	62	-	800	603	

New undead creatures in the Citadel include King Mummies, Zombie Dragons, and Necrotaurs. All are weak against Fire and this series spells, so they shouldn't cause you too much trouble.





Clay Golems and Rakshasas are resistant to almost everything, so they must be handled primarily with regular attacks. Nightmares are weak against Ice, but may not even be worth your casters' time, since the worst they can really do is cast Darkness on your party. Go ahead and immediately break out some offensive magic against the Medusas since they can quickly turn your party to stone. With only 68 HP, they can easily be wiped out by a high-level spell of any type.

FINDING THE CITADEL

The Citadel of Trials is in the north-central part of the map, on the western edge of the bird-shaped northeast continent. There are two ways to get there: fly your Airship up to the tip of the peninsula to the north of the Castle and walk from the small patch of grass OR sail the Ship to the mouth of the river northeast of the castle, and switch to the Canoe. The Ship/Canoe route involves less walking, but sailing back and forth when you have a brand new Airship isn't much fun. The choice is yours.





THE CITADEL IF

Present your Crown to the elderly man on the first floor, and he will tell you the goal of your challenge. There's nothing else to see here, so head to the northwest, open the door, and touch the throne. You are warped to the confusing second floor.



THE CITADEL 2F



There are fifteen warps here, and must take them in the right order to make it to the staircase Fortunately, the warps seem to reset the counter of steps between enemies, so as long as you keep warping, you won't have to worry too much about combat. The correct order is 1-2-3-5-6-8-9-10-14. After you hit warp 10, stop in at the room in the northeast to find this floor's lone treasure chest. Defeat the Clay Golems at the encounter point directly in front of it, and then open the chest to find the **Gauntlets**.

THE CITADEL 3F

After you take the final warp, you end up on the third floor. The route to your destination is a simple loop, but many powerful enemies await along the way. This room has many chests, but only one encounter point. You face a group of Nightmares as soon as you open the door to the north of where you warped in. You must fight them again if you want to get that first chest, but it's well worth it. The **Healing Staff** is a must-have item.



After that, get the Ruby Armlet, another Ice Brand, and Steel Gloves from the next block of chests, and a Cottage and 8795 Gil from the row of chests in the southwest.

USING COMBAT ITEMS

The Gauntlets and Healing Staff are the first armaments with a co-Gauntlets in battle, that character casts a Boltz spell for his to be used to cast. Heal 1 on your party.

If you're running a party of Normal Mode with Black and/or White Mages extraordinarily useful. Since White Mages have almost in offensive spells and Black Mages very few high-level spell slots, these Mages spend most of their turns of the original attacking for minimal damage. Now that you have these items, you can love the set the countless of the countless of



- to character can select it by pressing up after you open in the item ist.
- I to save time, manually sort your item list and place will items need the last
- Each item can only be used by one character each turn.
- The spells' effects are based on the user's intelligence score, in Warriors and it



Heal up before you approach the treasure chest near the throne, as there's an encounter point directly in front of it. Hit the Dragon Zombies with Dia-series and Fire-series spells while your best Warrior hacks away with the Flame Sword, and the enemies become toast in no time flat. Still have plenty of health and spells left? Then back up and hit the

health and spells left? Then back up and hit the encounter point again! Dragon Zombies are worth 2331 EXP apop



CLAIM THE PRIZE

Inside the chest is the Rat's Tail, the proof of your courage. When you're done fighting Zombie Dragons, touch the throne to warp back to the entrance

THE DRAGON CAVES





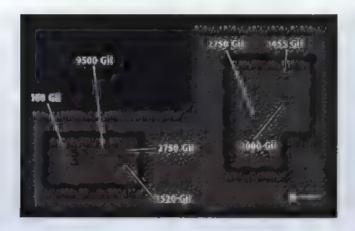






All stairs marked with "A" lead to the World Map

THE DRAGON CAVES



INTRODUCING BAHAMUT

All that's left to do is take the Rats Tail to Bahamut (yes, that Bahamut!) and receive your reward. Find him in the Dragon Caves, located on the chain of islands just southwest of the Citadel of Trials. The name sounds menacing, but all the dragons in the Dragon Caves are friendly, and there are no random encounters.





There are six entrances to the Dragon Caves, each of which leads to a different area. If you want to get all the chests and talk to all the Dragons, you must visit each one. If you're pressed for time, just go into the furthest east cave to get the loot (nearly 20,000 Gil) and enter the southeast cave on the island with two caves to see Bahamut.

CLASS CHANGE TIME

Once you've received your promotions, celebrate by flying around the world to pick up new spells and items.

 Knights are able to use White Magic up to level 3. Ninjas are able to use Black Magic up to level 4. Return to the game's first few towns to buy the spells.



- Ninjas and Red Wizards can now equip better weapons and defensive items.
- Black Wizards should return to Melmond to buy Warp 1.
- / White Wizards should return to Crescent Lake to buy Warp2.
- Red Wizards can now buy Vox in Elfheim; Life1, Warp2, and Poison in Melmond; and Invis2, Shld2, Warp2, and Bolt2 in Crescent Lake.



CHAPTER VIII



Fly to Gaia in the northeast.



Investigate the stolen Faerie.



Purchase the Bottled Faerie at the Caravan.



Release the Faerie at the pond in Gaia.



Canoe across the river to Onlak.



Investigate the Waterfall Cave north of Onlak.



Retrieve the Warp Cube.



Take the Mermaid's submarine down to the Sunken Shrine.



Retrieve the Rosetta Stone from the Sunken Shrine.



Defeat the Water Fiend, Kraken in the Shrine's lowest floor.

Caravan/Onlak Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
BARETTA	256	60	38	130		300	1428	
DESERT BARETITA	ALW.	4()(1)	(48)	-176/4:		¥ 1 2	26108	
HELLHOUND	3 (30)	101	28	11051	√GE	1778	1182	
ICE GIGAS	12/3		16	-97711	FIRE	1752	752	
LESSER TAGER	(0)			173		100	438	
OCHU		[1]	24	5165	BOLT	107	12241	
OGRE MAGE				-0.41.		7 P. W.	7723	
REMORA	19711	200	24			1000	2244	
SABRETOOTH	240		8	- FIELS		500	58434	
TROLL	188	The Research	[2]	1031	121(4)	1671	16213	
SPHINX	Link Till		12	i (113)		TOU	11601	
WYRM	190	198	22	- 13T		50.0	1218	
WYVERN	212	7.3	П	115		50	1173	

There are a handful of new enemies here, most of which won't be a threat to a mid-level party. One series of new foes are truly dangerous. Barettas and Desert Barettas have plenty of hit points, high defense, and devastating attack scores. There are no tricks to worry about, so just keep your hit points near their max as you wander this area and don't be afraid blast them with everything you've got. The Inn at Onlak is just across the river.



THE TOWN OF GAIA



ITEMS FOUND

Bottled Faerie

Oxyale

THE TOWN OF GAIA

Gaia, the eye of the bird-shaped northeast continent, is the most accessible town in the north. For now, this is primarily a shopping trip, but listen closely to what the villagers have to say about the missing Faerie. Its safe recovery is the next objective. Recovering the Faerie will cost 50,000 Gil, so shop accordingly.



HUNT FOR THE CARAVAN



The missing Faerie can be found in the well-hidden Caravan in the desert at the center of the northwest continent. You can't see it on the map, but the people of Onlak point you to the small patch of desert to the west of a small grove of trees. Park the Airship at the patch of grass just southeast of the desert and march over to the designated spot.

Location	Cost	Function
Sanctuary	750	Restore KO'ed party members
_lon	300	Restore party's HP and MP

-	WHITE M	AGLC,	LEVEL	7
Spell	Cost	Class		
Cure4	45,000/30.00	00 WW		"- They be
Dia4	45,000/30,00	OO WW		

I I	BLA.CK	MAGLC,	LEVEL	7
Spell	Cost	Class		
ilce3	45.000/30	000 BM BW	RW	
Break	45,000/30	.000 BW		

-	W H-LT E	MAGLO	LEVEL 8	-
Spell	Cost	Class		
Moly	60,000/4	0.000 WW	1. 1 1 1 1 1 1 1 1	
NulAll	60,000/4	0,000 WW		
Dispel	60.000/4	DECEMBER SOLDER	ATTA TO STATE AND ADDRESS	and the same of

Con.	BLACK	MAGLO	, LEVEL	8 .
Spell	Cost	Class		
Stop	60.000/4	10.000 BW		. 13
Banish	60,000/4	40,000 BW		
Dognt.	60.000//	10.000 BW	The Property of the Party of th	العوادية المساوية

SHOPPING RECOMMENDATIONS

Spells

There are only two Level 7 spells of each type sold in Gala, while the other two are sold at Onlak. White Wizards want both of the ones sold here, so don't worry about leaving slots open. Black Wizards should pick up Ice3 for sure, and they can get Break if you have extra cash to throw around. It's not great, but it's better than the rest of the spells in the level 2 spell slot.

The missing level 8 spells are sold at Lufenia, and you definitely want to save a spot for each. So for now, White Wizards should restrict themselves to Holy and NulAB. For Black Mages, it's a toss up. Stop paralyzes all enemies. Banish is a more powerful Quake (but no longer ground-typed), and Doom has a good shot of an instant-kill versus most non-boss enemies. Whatever you choose, leave an open slot for Flare.

With a heavy heart, Red Wizards should buy 4cc2; it's the last Black Magic spell they are able to learn.

SHOPPING RECOMMENDATIONS

Equipment and Items

there's only one weapon for sale here, the Cat Claws. For any other class this weapon is mediocre and grossly over-priced, but for Black Wizards, it's the best weapon in the game. Still, it's hard to justify a price like that, especially when the amois here are so much more useful.

The Protect Ring has the additional property of protecting you from instant-death attacks, so grab at least one for your party's designated healer. Non-fighters will also want Ruby Armlets, a great piece of light armor.

No. Principal	and distance of	WEARON	SHOP	
Item	Cost	ATK	ACC	Class
Cat. Clarys:	65,000/52	A000 +22	125	Kn.Ni.RMI-BW

Janes Land	A 1	MOR	SHOP		
Item	Cost	DEF	EVA	Class	
Ruby Armiet	50,000/40,000	+24	-1	All Classes	i i
Protect Ring	20.000/16.000	+8	-1	All Classes	

the state of the s	<u> Ілем Shop</u>	
Item	Cost	
Potion	60/40	
_ Antidote	75/50	
Tent	250/160	
Cottage	3000/2000	

BUY BACK THE FARRIE

The only item for sale at the Caravan is the **Bottled Faerie**, for 50,000 Gil (40,000 in Easy Mode). If you're short on cash, don't waste time around here since the enemies are total cheap-skates. Instead, infiltrate the Waterfall Cavern where the enemies pay more and there's 25,000 Gil in the treasure chests.







Take the Bottled Faerie back to Gaia, and use it directly in front of the Faerie pond in the northeast section of town. The Faerie rewards you by filling your bottle with Oxyale, which allows you to breathe underwater.

THE TOWN OF ONLAK



Location	Cost	Function
Sanctuary	750	Restore KO'ed party members
lon	300	Restore party's HP and MP

	WHITE	MAGIC,	LEVEL	7
Spell	Cost	Class		
ENulMgc	45,000/3	0.000 RW WM	WW .	
Heal3	45,000/3	0.000 WM WV	V	

В	LACK MA	CAC, LEVEL
Spell	Cost	Class
1. Saber	45.000/30.000	BW
Blind	45.000/30.000	BM BW

	Ітем Ѕнор
Item	Cost
Potion	60/40
Antidote	75/50
Tent	250/160
Cottage	3000/2000
Gold Needle	800/500

SHOPPING RECOMMENDATIONS

Spells

The shopping opportunities at Onlak leave a lot to be desired. There are no armaments for sale, just a bunch of spells. White Wizards may find some use for Heal3, but NulMgc (which protects you from instant-death effects) never really comes in that handy, especially with all the Ribbons and Protect Rings floating around. It is the only game in town for Red Wizards, though, so they might as well grab it.

Black Wizards can chose between the mediocre Saber, which raises their combat stats to near-lighter levels, but can't be used on any other character, or Blind, which can affect only one enemy.

Waterfall Cavern Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
CLAY GOLEM	176	64	7	93	-	800	1257	-
COCKATRICE	50		_4	47		200 ₹	186	
CATEFAL DRAGON	352		164	VIVI	IG2	5008	4068	
HONE MINING	188	45	18241	951	FIRE, DIA	1000	984	
THE PROPERTY OF	180 2			60	FIRE, DIA	500	300	Į.
NICHTMARI	200	30	24	11000	A (CE II)	700	1272	
MARGURK.	44	20	4	45	ICE	500	423	

With one exception, all the enemies here have been seen in previous dungeons. That exception is the Green Dragon, a rare monster that is not to be trifled with. It has very high magic resist ance, but Ice spells can still get through to some extent. It's fairly weak on physical defense, but it has 352 HP and can dish out damage, so you may want to use a Haste spell to finish things quickly.

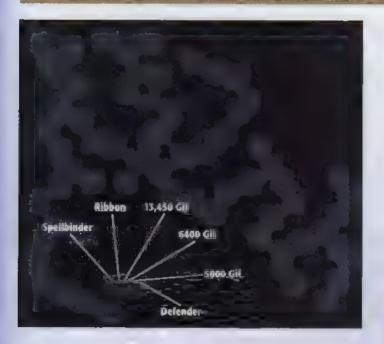


THE TOWN OF ONLAK



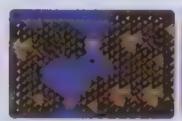
Fly back to that same parking spot southeast of the desert that you used to get to the Caravan. From there, Canoe across the river and walk a short distance to Onlak. Here you can pick up a few spells, and listen for gossip about the Sunken Shrine and the nearby Waterfall Cavern.

THE WATERFALL CAVERN



Steer the Canoe upriver and directly into the waterfall northwest of town. This is a very simple cave; all the branchles lead absolutely nowhere, and everything of any value is in the same spot. To get there, just hug the left wall as you enter to end up in a room with six chests, a random encounter spot, and a robot.

The treasures here include the Spellbinder, Ribbon, and Defender. The Spellbinder and Defender are combat items that cast Muddle and Blink, respectively. Neither ability is particularly exciting, but they're pretty solid weapons. The Ribbon is a Final Fantasy classic that protects its wearer from all status conditions. Don't get so excited about the great loot that you forget to talk to the Robot and get the Warp Cube, a crucial key item for later.



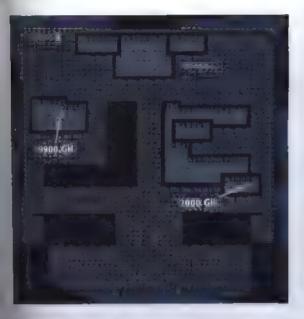


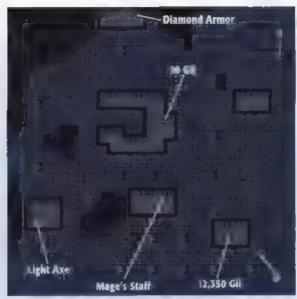
THE SUNKEN SHRINE

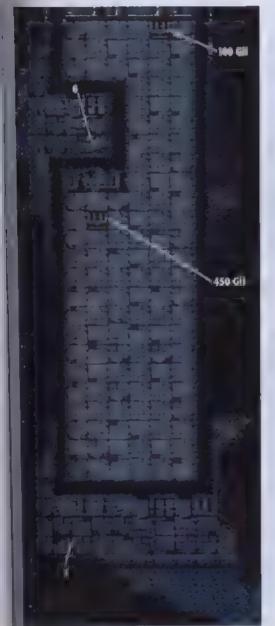




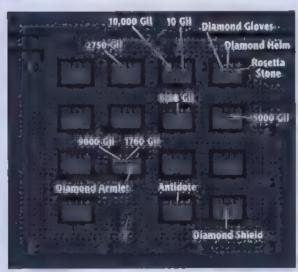












ITEMS FOUND

Antidote

Diamond Armiet

Diamond Armor

Diamond Gloves

Diamond Helm

Diamond Shield

Giant's Union

Light Axe (x2)

Mage's Staff

Ribbon

Rosetta Stone

Sunken Shrine Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
AQUOS	300		20	130	ICE	800	1962
COCKATRICE	50		A	C478	1.01	200	186
DEEPEYES.	304 1	30	16	156	BOLT	3591	3591
GHOST	180'	93	30	85/	FIRE, DIA	990	3.990 V
KING MUMMY	188	439	24	95)	FIRE, DIA	1000	984
MUMMY.	80%	30	J. Fr	60	⊌FIRE, DIA	300	300
PYROLISK	440	20.	10 17	34518	ICE .	500	423
SAHAGIN CHIEF	164	1135		46	BOLT	105	05
SAHAGIN PRINCE	204	124	9 () 1	21011	BOUT	882	822
SEA SCORPION	148			785	BOLT	300	J639E
SEA SNAKE	224	35		V1162	BOLT	600	7957
SEA TROLL	216	340/21	Ri	_3100	BOLT	852	852
SHARK	120 d	5115	- (4)	2700	BOLT	66	267
WATER NAGA	356.	192	- 161	116	BOLT	2355	Te23555
WHITE SHARK	344	50	8	170	BOLT	600	2361

None of the commonly encountered Sunken Shrine enemies are particularly deadly, but they attack relentlessly and in large groups, making this dungeon a painful ordeal. New foes include Sea Trolls, Sea Scorpions, Deepeyes, Sea Snakes, various Sahagins, White Sharks, Water Nagas, and Aquos elementals.

Virtually everything here is weak against Bolt, so with a single Red or Black Wizard and someone else using the Gauntlets, you can wipe out just about anything. The only exceptions are the Aquos, which are weak against Ice, and the Ghosts and Mummies that have typical undead weaknesses. Dia and Fire.

The most dangerous foes are the White Sharks, which have 344 hit points and an attack score of 50. The Sahagin Princes come in a close second, so have the offensive line target them and leave the weaker Sahagin Chiefs to the spellcasters' electrical assault.





THE MERMAID'S SUBMARINE

Bring the Oxyale to the mermaid in the southwest corner of Onlak, and she lets you use her submarine. It takes you directly to the Sea Shrine, a large underwater dungeon.



You have two different objectives here: Recover the Rosetta Stone from the top level of the shrine, and defeat the Water Fiend, Kraken at the bottom of the shrine. You can do the quest in any order you like, but it makes sense to get the Rosetta Stone first so you can benefit from the items and EXP acquired along the way when you battle the Water Fiend.

ROSETTA STONE 1: SUNKEN SHRINE 3F

The submarine takes you to the third floor, where you find stairs leading both up and down. The Rosetta Stone is on the shrine's top floor, so you'll want to take the staircase leading up in the northeast.

The third floor of the Sunken Shrine is full of empty rooms, so prepare to be disappointed if you intend to explore it all yourself. There are only two chests, and both contain money. The chest in the room south of the down staircase (in the northwest) is the only one that contains a substantial amount of money, 9900 Gil.



ROSETTA STONE 2: SUNKEN SHRINE 4F

The down staircase leads to 4F-B, where the treasure starts getting good. The first room passed is empty, but every other room contains a chest, and all of the out-of-the-way chests are well worth the trouble. In the north room is the **Diamond Armor**, a nice upgrade for your Knight.

The large room directly south of that, in the center of this floor, contains only **20 Gil**. A much better treasure awaits if you head to the room in the southwest corner: A **Light Axe**. As a weapon, its unimpressive, but it can be used in combat by any character to cast Dia2. Continue east, and stop in the next room to collect a **Mage's Staff**, a combat ability weapon that can cast Fire2.

further west is the final room, with a chest containing 12,350 Gil and the staircase leading down, directly below it.



ROSETTA STONE 3: MERMAID CITY

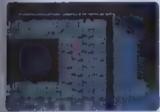


Those stairs lead to 5F, a floor that is free of enemies and full of treasure. Every room contains a mermaid that will give you information, and many have treasure chests.

The treasure tally includes the **Diamond Armlet**, **Diamond Shield**, and **over 30,000** Gil. But where's the Rosetta Stone? Head to the northwest corner of the map and take the path that looks like it leads off-screen. Instead, it leads to the path in the northeast corner, where you can get at the last room (which contains the **Diamond Helm**, **Diamond Gauntlet**, and **Rosetta Stone**).

Take the stairs back up to the submarine, or use the Warp2 spell to teleport out. Heal and buy supplies in Onlak before revisiting the Sunken Shrine to battle the Water Fiend.

WATER FIEND 1: SUNKEN SHRINE 3F-A, 3F-B, 3F-C

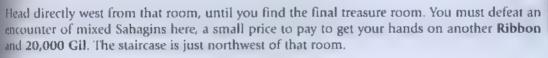


Take the submarine back to 3F-A, then head to the down staircase in the northwest. It takes you to the east side of 2F, a large floor that has eroded into two separate areas. There's no treasure on this side, so head directly north to another up staircase. That one leads to the tiny area of 3F-C, where you can take the stairs up to 4F-A, a small area that has no features except for a staircase down to 3F-B. There are two chests in 3F-B, but they contain a paltry 550 Gil. Go through the door in the south and down the stairs to the west side of 2F.

WATER FIEND 2: SUNKEN SHRINE 2F

this side of 2F is rich in treasure, and you won't want to miss any of it. In the room directly south of the area you entered are two chests that contain over 15,000 Gil. They're guarded by the Sea Shrine's first encounter spot, a fight against a number of Aquos. These foes can give you a serious beating, so take them down quickly with Ice-type spells.

liavel to the room in the west, where the chests contain more Gil and the invaluable **Giant's** Gloves. The loot is guarded by two encounter spots: more Aquos, and a pack of Sea Scorpions. From that room, head north to a room with a single chest. Battle more Aquos in the spot in front of the chest, then open it to reveal another **Light Axe**.





USING COMBAT ITEMS II

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WATER FIEND 3: SUNKEN SHRINE 1F

The Sea Shrine's final floor is completely devoid of treasure, so there's no point straying from the direct path. Head west from the stairs, and then turn to the north when you see the giant rock ahead. Take the land bridge west again, past the rock, and end up outside of a giant room you need to enter. Find the door to the southwest, and head north through the room. After passing three puddles, turn to the west and exit the room via the south door in a small alcove. When you're back outside, head north, then east, and the first door you find takes you to the Water Fiend's lair. Heal all the way up before you face Water Fiend Kraken. Any character using a Fire Sword should swap it out, as Kraken is resistant to Fire.

HP M.D.
1600 160
POW GIL
50 5000
P.D. EXP
60 4245
WEAK
BOLT

Kraken's defense is so high that your best fighters will barely reach double digits. Power them up as soon as possible. Black Wizards should east Haste, and the Warriors should use Giant's Gloves. Do this for each member of the offensive line turn by turn and they soon will be doing respectable damage

Kraken's attacks are all physical (his only magic ability is to blind the party in effect that is always easily ignored), so Shid2 and/or Invis2 are fantastic here. Have you white or Red Wizards cast



them Mew Lines in the flist few turns towerase the threat of an instant kill by damage. Kraken is quite weak against Bolt, so Black Wizards should hit him with Bolt3 and any idle party members can chip away it him by using the Gauntlets.





CHAPTER VIII

CHAPTERIX



Take the Rosetta Stone to Dr. Unne in Melmond.



Fight past the Blue Dragon on the third floor.



Fly to the north tip of Lufenia peninsula.



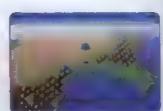
Use the Warp Cube to reach the Flying Fortress.



Acquire the Bell from a Lufenian elder.



Battle the Wind Fiend, Tiamat on the top floor of the fortress.



Fly to the landing southeast of the Tower of Mirage.

LUFENIA



Shop Data

-	WHITE	MAGICA	LEVEL	fi)
Spell	Cost	Class		
Life2	60,000/4	0.000 WW		
	BLACK	MAGLC,	LEVEL	8
Spell	Cost	Class		

60,000/40,000

SHOPPING RECOMMUNICATIONS

Spells

tarienia has no armament shops, no lini, and no Sanctuary, but there is a small, well-hidden magic shop. To get there, exit the town through the break in the outer wall in the northeast and go east.

The shop sells what are arguably the game's two best magic spells:

the attack spell Flare and Eife2, which revives a character at their max HP. What are you waiting for? Buy them!



LUFENIA

Lufenia Area Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
ALLOSAURUS	480	65	10	200	and the same of	502	3387
BARETTA	3256	60	34.0	.130		75000	Z 1428
DESERT BARETITA	352	98	TARE	156	-	2011	2610
HILL GIĞAS	240	38	137.74	4120		A Property	879
NECROTAUR	224	240	31:41	116	IFIRE, DIA	1050	1050
TROLL	1843	-242	. jak	/100	FIRE	171	621
TYRANNOSAUR	6002		1 8 1 1 1	200		600	7200
WINTER WOLF	92	25			FIRE	200	402
WYVERN	212	30	12	115	-	50	1173

Expect a half dozen or so encounters on the way, including Hill Gigas (in packs of up to four), Barettas, Wyverns, and two dangerons new enemies, Allosaurus and Tyrannosaur. The fairly common Allosaurus has an attack power of 65, 480 Hir Points, and nearly unbreachable magic resistance. Fortunately, they have very weak physical defense, and can be beaten fairly easily if all four of your party members meet them in melee combat.

Green Tyrannosaurs appear very rarely. If you're lucky/unlucky enough to run into one, prepare for a whale of a fight. Their attack power is enough to kill an under-armored character in one hit, and they have more HP than their red cousins. If you'decide to stay and fight, use the same tactics, and protect your healer at all costs.

MEET DR. UNNE IN MELMOND

After conquering the Sunken Shrine, make a quick detour to Melmond. Go to the northeast corner of town, and show the **Rosetta Stone** to Dr. Unne (who hangs out near the gravestones). Within a matter of seconds, he cracks the code of the Lufenian language and teaches your party how to speak it fluently.



THE LONG WALK TO LUFENIA



Sadly, this linguistic breakthrough probably won't be a large boon to Lufenia's tourism industry since the city itself is still mired in the middle of nowhere. To get there, fly northwest from Melmond (looping around the globe) and land at the top of the long penin-

sula in the west side of the northeast continent, where the bird's right wing joins its body. From there, it's a long walk south to the city of Lufenia.

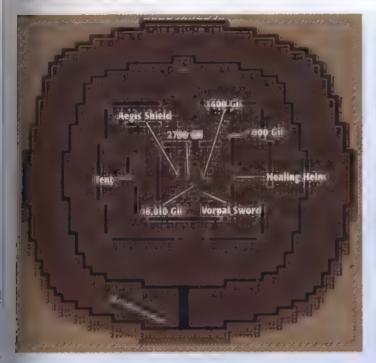


ACQUIRE THE LUFENIA BELL

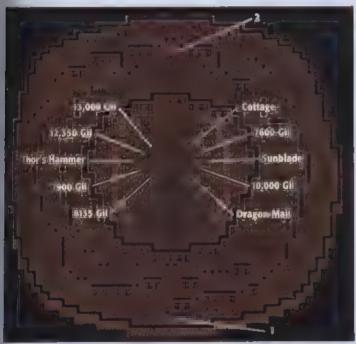


Outside of buying the last two level 8 spells, your only objective here is to get the **Bell** that opens up the Tower of Mirage. To get it, talk to the man in the southwest corner of the dock-like area east of the entrance.

THE TOWER OF MIRAGE









ITEMS FOUND

Aegis Shield Sunblade

Cottage Tent

Dragon Mail Thor's Hammer

Healing Helm Verpal Suord

Tower of Mirage Encounters

NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP
BLACK KNIGHT _	260	44	38	135		1800	_ 1263
BLUE DRAGON	5/454	92	20	200		2000	3274
CHIMERA	300	170	\$213	130	HGE	2500	2064
COCKATRICE	50	116		47.	7.7	200	186
GUARDIAN	200		- 44	2110	BOLT	400	[224]
HELLHOUND	192	30		103	ICE T	600	1182
KING MUMMY	108		N Ab	951	EIRE, DIA	1000	984
MEDUSA.	687		210	1953		€699	699
MUMMY	80	30	211	. 60	FIRE, DIA	300	300
NIGHTMARE	200	140	- 197 K	100	ICE 3	7700	1272
PYROLISK		加	48)	7.5	MOR	500	423
SABRETOOTH	2007			1963	11111	500	843
_VAMPIRE ***	156	\$15	30 Y TE	1475	FIRE, DIA	2000	1200
WERETIGER	A FRANCISCO	30	362	25.6		780	780
WYRM	260		10.5	782		502	21218
WYVERN	212	30	12	115		50	1173





The Tower of Mirage introduces a handful of new enemies. Guardians appear in large quantities, and are particularly annoying, since they take a while to kill. They're weak against Bolt spells (but not very), and not too tough on offense, but a high defense score and their paralysis attacks can drag the battles out. The other new grunt-type enemy in the Black Knight, an alk around solid foe with no particular strengths or weaknesses.

Hardy, flame-spewing Chimeras are weak against Ice, but not too much of a threat. A much more pressing concern are the rare Blue Dragons, which have the highest attack scores in the tower, and a nasty Lightning attack that hits the whole party. They're weak against nothing and highly magic resistant, so stick to physical attacks to cut through their HP.

Vampires make their triumphant return (last seen as a boss in the Terra Cavern), and must be dealt with immediately Exploit their typical Undead weaknesses (Dia and Fire) to kill them as quickly as possible.

TOWER OF MIRAGE



Have a few Cottages in your back pocket and learn Warp2 since the Tower of Mirage is the first in a double-header of fairly tough dungeons. When you're ready to go, park your Airship on the strip of grass southeast of the desert, and head to the tower.

It's a short walk, so don't expect more than a few encounters. The enemies here are the same ones you encountered outside of Lufenia, with the addition of the desert-dwelling Sand Worm. It's rare, but kill it quickly if you run into it, since it can cast an instant-death Earthquake spell.

TOWER OF MIRAGE 1F

The staircase to the next floor is only a few steps away from the entrance. Go through the door, take a few steps to the east, and through the other door. That comes in handy later, but your first foray into the Tower of Mirage should be all about looting. The clump of treasures in the middle include the **Healing Helm** (cast Heal1 in combat), the **Vorpal Sword** (a sword with no apparent ability), and the **Aegis Shield** (which protects Knights from being turned to Stone).



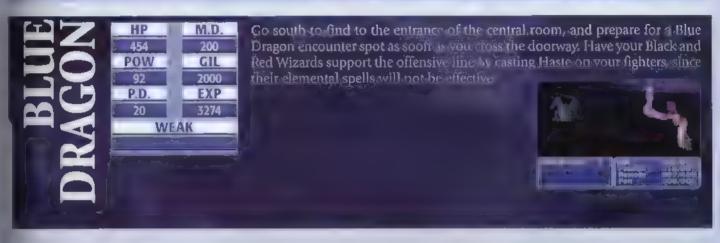
TOWER OF MIRAGE 21



Reaching the exit of the second floor is a much longer process and the loot is even deeper inside. Take the long route around the sides, and turn left at the break in the wall. Turn at the break in the next wall to get further in, and continue west to get into the center of the tower. From there, take the stairs or go south to find the door to the central room. The excellent loot includes a Cottage, the Sun Sword (a solid blade that does extra damage to Undead), Thor's Hammer (which can cast Bolt2), and the Knight-exclusive Dragon Armor (which raises your magic resistance against all elemental attacks), as well as a bunch of Gil.

You may want to Warp out after the looting is done, and use a Cottage. Then re-enter and quickly make your way to the treasure-free third floor with a fresh party.

TOWER OF MIRAGE 3F



If you have the Warp Cube, walk on the central warp spot to be transported to the Flying Fortress, where five more grueling floors await.

FLYING FORTRESS

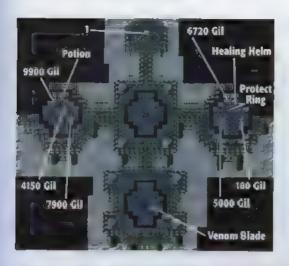
THE FLYING FORTRESS

there is no opportunity to save or heal between dungeons, so conservative players should use the smash-and-grab technique: grab the treasure in the first three floors, Warp out, drop a Cottage, and go through it all again (including the Tower of Mirage). But if you think you can grab all the goods and defeat the Wind Fiend, Tiamat in one trip, more power to you.

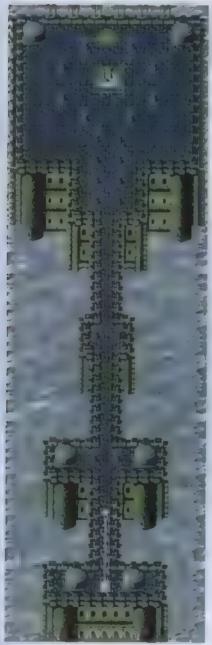
FLYING FORTRESS 1F

this is a very simple floor with four rooms. You start in the middle with treasure rooms to the west, east, and south. The room to the west can be skipped, since it contains only a Potion and buckets of Gil. The room to the east contains a Protect Ring, another Healing Helm, and more Gil. All that leaves is the room to the south, which contains a single treasure: the Venom Blade, which can casts Poison. As a weapon, its stats are weak, but you can get a couple of surprise kills if you have an idle party member use its ability frequently in combat. After looting the treasure thests, head north to the teleportation mirror and advance to the next floor.

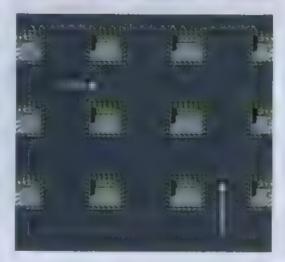












ITEMS FOUND

Adamantite

Black Robe

Cottage

Diamond Gloves

Diamond Shield

Gold Needle (x2)

Healing Helm

Mythrif Helm

Potion (x2)

Protect Cloak

Protect Ring (x2)

Ribbon

Sasuke

Shirt

Venom Blade

White Robe

Flying Fortress Encounters

NAME	НР	POW	P.D.	M.D.	WEAK	GIL	EXP
AÉROS	358	53	:4:	130		807	1614
BLACK KNICH	TF280	3144/5		135		1800	1263
CHIMERA 2	300	300	NATION L		(in the	2500	2064
CLAY GOLEM	11/6	164		:93/	14	800	1257
DARK FLAN	156	490	VISIN .	85	PR	900	1107
DARK WARRION	200	40	2367	186	1.00	5420	3420
CARTH MEDUSAR	DAGE	11	1770	370		1218	1218
EVEL EYE	F 174	130N	15 12	92	20.3	15,225%	3225
FRE HYDIA	F (2)	201	174	TIN'	1 (an)	400	215
MANTICORE	THE PLANT		11.7	95		650	21317
MEDUSA		120	311	55		6991	16991
MINDFLAYER	162		713 (21875		1999	F 822 T
NEOCHU	4.701	1 35	11.5%	£170°L		500	£3189°
NIGHTMARE	200	30	N. Z.V	7100	ice:	700	T1272
RAKSHASA		120		62		800	603
SOLDIER	408	102		160	BOLTI	2000	4000
SPIRIT NAGA	1420	100.0		2143 3		4000	\$3489 ²
STONE GOLEM	200	1/0=		7110	-	1000	
VAMPIRE LORD	300	90	28	84	FIRE, DIA	3000	2385



A legion of deadly new foes awaits in the Flying Fortress. These battles test your endurance more than your wit, as few Flying Fortress foes have any weakness you can exploit.

In the grunt department, you have Rakshasa and Dark Warrior foes, who don't have many hit points but are very strong against magic. Rakshasas are poisonous and Dark Warriors can cast such nasty spells as Doom and Flare, so both must be dealt with quickly.

There are plenty of other nasty spellcasters lurking about, including the Mindflayer and the Evil tve, who are both big fans of instant-kill attacks. The classic Medusa has been reborn in the Flying Fortress as the slightly more powerful Larth Medusa. Fortunately, all three are weak on defense and go down quickly. Other new Magician-type foes redude the Spirit Naga, who is weak on offense and defense but can cause virtually any status condition in the game.

The Soldier in a super-powered Guardian, with 400 hit points and a much higher attack score, formately, he still has his predecessor's weakness against Bolt, making him one of only two new foes in the Flying Fortress who are weak against anything. The other is the deadly Vampire ford, who should be killed immediately before he can do any serious damage. The new elemental, Aeros, is weak against nothing except physical attacks.



Manticores are fairly weak, but poisonous, as are the old river-dwelling Neochus. Stone Golems are just powered-up Clay Golems, with only 200 HP but almost complete immunity to magic.

No overview of the Flying Fortress in complete without a mention of the Warmech, a very rare random encounter that rivals the game's final boss in difficulty and is discussed in more detail later.

FLYING FORTRESS 2F

The exit is a straight shot south from where you enter this floor, but the six treasure rooms on the sides should not be ignored. The northwest one contains a Mythril Helm and a Cottage. The west one contains only Gil. The southwest one contains a true treasure: the Adamantite sought by the Dwarves. If your party has a Warrior or Knight in it, don't miss that chest!

On the east side, you have an **Diamond Gloves** in the northeast, another **Ribbon** and a **Diamond Shield** in the east room. The **Black Robe** and **White Robe** are in the southeast room. As armor, those two items are no better than the Ruby Armlet your Wizards are probably already wearing. But in combat, they can cast Ice2 and Invis2, respectively. Ice2 is the highest level yet of combat ability spells, and Invis2 is quite useful during boss battles. Don't miss them!

FLYING FORTRESS 3F

The warp leads you near a strange, circular window set into the floor. Go up to it and take a peek for a clue as to your next destination. The warp to the next floor is to the east and a bit south of the one you took in, just below the east treasure room.

There are treasure rooms to the east, north, and west. A long passage to the south contains a few rooms with a confusing clue that you'd be wise to skip. The treasure room to the north contains a **Potion**, **Protect Ring**, and some Gil.



There are nice finds in the east and west rooms. The highlight of the east treasure room is the Sasuke, a Ninja-exclusive was great stats but no special abilities. The only item of note in the west treasure room is the Protect Cloak, which is the oshield item in the whole game that can be equipped by a Black or White Wizard.

That's it for treasures in the Flying Fortress, so if you're going to bail out and use a Cottage, do it now. If you do so, hop bail out Airship and take the Adamantite to the Dwarves so you can use your new toy against Tiamat.

FLYING FORTRESS 4F

4F is an infinite loop and you could walk in any direction forever. To get to the next floor from the warp mirror, head p two pits to the north, then turning west and finding it after passing another two pits. You can also get there by going soupast two pits, then turning east past 2 pits. Spooky.

FLYING FORTRESS 5F - THE WARMECH

HP M.D.
2000 200 200 POW GIL
128 32,000 P.D. EXP
80 32,000 WEAK

Save Your. Game NOW! Sure you've got a bit of a walk before you get to Tiamat, but there is a 1 in 64 chance that any encounter on the way is against a rare enemy known as the Warmech. The highlights include 2000 HP resistance to all magic (except Holy) attack power of 128 (enough to kill a Wizardon the high 20's in one hit), and a little attack called "Nuclear" that does a few hundred points of damage to the entire party. If you see him, run and hope fully you'll get away before his first attack

Unless, or course, you want to fight. It so, use Tiaste and Saber on your fighters while you set up a solid defense of NulAll and Shida. The Warmedi regenerates 100 file turn, so if your enhanced fighters aren't doing far more than that, you have little hope of victory. Good luck

HP M.D.

2000 200

POW GIL

49 6000

P.D. EXP

80 5496

WEAK

The Wind Fiend Tiamat may not be fit to lick Warmech's iron boots, but he's perpushover. His standard attacks do less damage than Kraken's did, but he has a number of nasty spell abilities that damage your whole party including Poison Gas, Thundet, Blizzard, and Flame. Thunder is the most common one of NulBolvis a good choice for White Wizards In the first turn. On subsequent turns, their job is keep everyone above 200 fff? Black Wizards should cast Haste on the Knights, while Knights use Gianto

Gloves them start slashing. Tiamar isn't really weak against anything but Stone (so a cheap Break victory a possibility), but I foly and Flare are strong enough to punch through any magic resistance.



CHAPTERX



Have the Adamantite forged into the Excalibur.



Use your Crystals at the Temple of Chaos.



Play the Lute on the Temple's top



Find and defeat Chaos and his four fiends.

THE TEMPLE OF CHAOS

Temple of Chaos 1F-3F Encounters

NAME	НР	POW	P.D.	M.D.	WEAK	GIL	EXP	
BLACK KNIGHT.	260	44	38	135		.1800	1263	Transfer .
CHIMERA	300	30	Till I	130	ICE	2500	1064	
DARK FLAN	156		937	85	FIRE	1900	SF10F	
DARK WARRIOR	200	340	343	186	7 TA	5420	3420	
DARK WIZARDI	105		Mich	\$17.00°	- Total	Tings:	1091	
DEATH EYE	1860	MARI		160	FIRE, DIA	Ţij		
DRAGON ZOMBIE	268		411	135	FIRE, DIA	1. (3)	4/4/4/2	
GREEN DRAGON	352	3,4	40	200	ICE	5000	406£	
ICE GIGAS	3357	JAY.		150	FIRE	47.57	# V/- Y &	
PURPLE WORM	448	186		200		1000	(34)	
RHYOS	350	7 (8)	This	1143		5000	4584	
VAMPIRE LORD	300	10		842	FIRE, DIA	3000	2385	
WHITE DRAGON	700	9.00		196	BOLT, FIRE	2000	217018	
WINTER WOLF	92	25	Ű	55	FIRE	200	402	



The Temple's first floor is home to four enemies: Purple Worms, Chimeras, White Dragons, and Dark Plans. Purple Worms give you more EXP than any other enemy in the Temple, and are relatively harmless (well, by the standards of this area). It's difficult to run from fights, but your fighters should be able to take them out while everyone else uses healing items and spells.

White Dragons, on the other hand, are deadly. When you run into a large group of these and they all decide to use Blizzard at the same time, fatalities will occur. So hit them hard and exploit their weaknesses against Fire and Bolt.

Dark Flans are weak only against magic (Fire especially), and very strong against physical attacks. Use combat items, especially the Mage's Staff to beat them. Chimeras and their coun terpart (on 2F), Rhyoses, are both weak against Ice (use your Black Robe so you don't waste spells). The Rhyoses can petrify your whole party with their poison gas attack, so make sure that vital characters are wearing Ribbons.



The second floor adds a number of old favorites, like the Ice Gigas, Dragon Zombie, and Vampire Lord. The Dragon Zombie and Vampire Lord aren't so tough now that you can hit them with the Mage's Staff and double Light Axes!

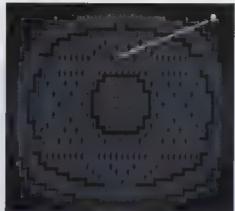
The third floor adds Flying Fortress favorites like the Dark Wizard, Dark Warrior, and Black Knight, and features the return of the Green Dragon you haven't seen since the Waterfall Cavern. The Green Dragon is weak against Ice, and packs dangerous, damage-dealing Poison Gas.



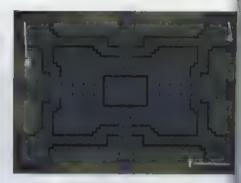


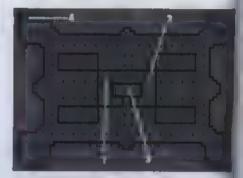


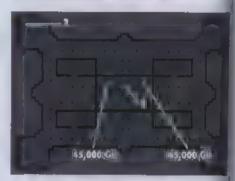














Temple of Chaos B1F-B4F Encounters

ENEMIES BIF								
NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
BASILISK	196	30	20	91	25	658	1977	
CLAY GÖLEM	EVE L	64	7/		15.4	NEED)	4717.2	
EARTH MEDUSA	30.0	1 (2),	12	37.5	aj di ja))2(8)	17(1.)	
CNOWA	1288	166	20	DWA		27.18	153	
STONE GOLEM	200	70	16	110	-	1000	2385	
ENEMIES B2F								
NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
FIRE GIGAS	300	73	20	135	ICE	1506	1506	
FIRE LIZARDU	196		18	1400	163	1923011	P. P. Typk	
LANA WORM	280		31	1893	162	34000	1671	
PYROS	276	.110	20	(E)	16:	₹800€	THE	
RED DRAGON	248	75	30	200	*	4000	2904	
ENEMIES B3F								
NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
AQUOS	300	.69	20	130	ICE	800	1962 -	
DEEPEYES	304	1111	JI6	Mala .	BOLT	3591	103 -	
SAHAGIN PRINCE	204		20	j(rij	BOLT	882	137	
SEA SCORPION T	148		18	Jag.	BOLT	300	.119	
SEA-SNAKE (224		12	17.18	BOLT	600	:437)	
SEATRICIAN	216	16:07	20	1101	BOLT	852	1(1.9)	
WATER NACE.	356	5.1	8	, Jás	BOLT	2355	11 (11)	
WHITE SHARK	344	50	8	170	BOLT	600	2361	_
ENEMIES BAF								
NAME	HP	POW	P.D.	M.D.	WEAK	GIL	EXP	
AEROS	358	53.	4	130		807	1614.	
DOOM KNIGHT	190	85	152	1172		3000	2700	
DRAGON ZOMBIE	268	56	.30	J135	FIRE, DIA	1999	233	
RON GOLEM	304	93	1001	142	-	3000	6717	1
MINDFLAYER	811/21		. 12	1187		999	822	
NIGHTMARE	200	3.01	74	100	igt:	700	1272	
PURPLE WORM	448	55	- E	200	(CE	10001	4344	
STONE GOLEM	2,00	170	16	110		1000	2385	
VAMPIRE	156	/6	24	75	FIRE, DIA	2000	1200	
VAMPIRE LORD	300	qn	ЭŘ	AA.	FIRE DIA	3000	2365	

tach of the underground floors features enemies from one of the four Fiends' dungeons, with an enhanced version of that fiend as the boss. B1F features such favorites as the Clay Golem, Stone Golem, and Gnoma. Gnoma is weak against Fire, but the Golems are only weak against physical attacks. The rock theme is continued by the Earth Medusa and Basilisk, both of shom can petrify you with their gaze. If you've been diligently collecting Ribbons, they should no longer be a significant threat.

82I is home to the Fire Gigas, Fire Lizard, Lava Worm, Pyros, and Red Dragon. All but the rare Red Dragons are weak against tee (go Black Robe, go!), making this one of the easiest floors to get through. You may want to have your second-tier fighter use the Ice Brand on this floor, but switch back before the boss.

Every enemy in B3F comes straight from the Sunken Shrine, and they're not so tough now that you have a few levels under sour belt. Everything except the Aquos elementals are weak against Bolt (weak against Ice instead), so your wizards should use Gauntlets and Thor's Hammer virtually every turn. Remember to take out White Sharks and Sahagin Princes quickly, as they're still the strongest fish in the sea

the Flying Fortress foes that have made the journey to B4F are as strong as ever, and appear in much larger groups. Outside of the Vampires and Dragon Zombies, nothing here has a significant magical weakness, so new foes like Doom Knights and from Golems must be dealt with physically. The packs of Aeros elementals are probably the most dangerous foes, so have your wizards use heal items every turn to keep HP up.

THE TEMPLE OF CHAOS

THE FINAL BATTLE GROWS NEAR

The game's last dungeon was also its first: the Temple of Chaos northwest of Cornelia. Now that you've activated the four crystals, the large crystal in the center of Garland's room warps you to a different area, and a different time.

BUT FIRST, EXCALIBUR!



First, go visit the Dwarves and have them forge the Adamantite you found in the Flying Fortress into the powerful Excalibur for your Knight. Then, buy any items and spells you couldn't afford earlier, and pick up 99 Potions for the trials ahead. If your spellcasters are about to level-up, go visit the Lufenia area for a bit, so they can get those new spells before you enter.

THE POINT OF NO RETURN

Preparation is important, because once you enter the final dungeon, the only way to leave is with the Warp1 or Warp2 spells. Warp1 only takes you back one level, so it's only practical if you intend to stay on the first floor and fight for EXP which is not a bad idea. Those Purple Worms pay off handsomely! If you choose to begin progressing through the temple's eight floors, the Red and White Wizard spell Warp2 will be your only option.



HEALING FOR FREE!

You should save all your first level spells and Cure4 when the going has read nealing spells that you would never tast in some long, and that may not be enough. While he had need to get a little tricky.

your four characters use the Healing Helms every turn, while the fourth was using the Giant's Gloves over and one enemy is a White Dragon in the Unit of hurt you faster than you hear so will ge max HP eventually.



TEMPLE OF CHAOS 1F + 2F

There are staircases in the four corners of this room, but you can only get to the ones in the southwest and southeast. The southwest one leads to a dead end, so that makes the choice pretty easy.

That southeast staircase takes you to a very small area of 2E where all you can do is walk a few steps to the east and take another staircase up to 3E.

TEMPLE OF CHAOS 3F

On 3F you have some walking to do. Head south past the second room, then turn to the east and follow the pillars when they turn north to the central room's door. Shortly after you enter you stumble onto the Temple's first encounter point,

Death Eye. This zombie eye is weak against Dia and Fire spells, and only has 360 HP. His gaze attacks can be fatal, so make sure everyone is wearing a Ribbon or Protect Ring before you enter the room.



THE LUYE OPENS THE PATH

The two chests here contain 110,000 Gil, but all the Gil in the world won't help you now. What helps is playing the Lute the Princess gave you earlier. Play it in front of the stone block and a ladder is revealed.

that ladder takes you to the small room in the middle of 2F, from which you can go south, then west, then north to reach a new staircase. That staircase takes you back to 1F, where you have another short hike from the northeast corner to the northwest corner, where the stairs to the basement await.





You have to walk all the way around this map, from the southwest corner, to the northwest corner, to the northeast corner, to the southeast corner. When you're beaten and battered from the dozen or so random encounters—super-powered Earth Fiend pops up looking for revenge

Saveyour game and heal to the tIP before you approach the staircase that he guards. Lich only has 1000 HP, so your spell-enhanced offensive line should be able to take him down in only a few turns. Unfortunately, he tends to east Flare on the first turn, so make sure that everyone in your party can survive it. You can't afford to waste high-level healing spells or offensive spells, so have your wizards use Light Axes to help get some damage in before the Lich drops the second Flare.



ONE FINAL WARRING

TEMPLE OF CHAOS

lhere are only seven item chests in this dungeon, and this floor has four of them. They contain a Protect Ring, Protect Cloak, Sasuke, and 26,000 Gil.

from the entrance, head west to get out into the open, then north to find a door. Head east along the bottom wall until you find another door, and then make your way towards the next staircase. This part of B2F is completely symmetrical, and the stairs are right where they were on the left side.

If you want the items, avoid approaching the staircase (where Marilith awaits) and go south through the break in the wall. The Protect Ring and Sasuke are just through the door to the west, and the Protect Cloak is through the door to the east,







The Fire Fiend, Marilith is a little easier than Lichwas Here with the Fire Fire Fire and Reaper, so wear our Ribbons and have. White or Red Wizard cast Nullure on her first turn. Have your offensive line pull the typical taste/Saber combo and start swinging.



TEMPLE OF CHAOS B3F

To skip most of this featureless level, head into the floor's west wing and go south as far as you can go. Exit into the southern central courtyard, and pass through a nearby door to the north. From there go one room to the east, where the gravestones are, and south to the bottom edge of the map. Then head east to the staircase where the Water Fiend, Kraken awaits.

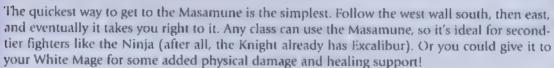


Kraken has managed to shake his weakness against Bolt so magic is no longer in any way effective against him. He can cast a few weak spells himself, but as before the real thread is his physical attacks. Use the White Robe and lollow it up with a Shld2 if you can afford to As always. It is solely up to the offensive line to cut through Kraken's 1800 Hip.



TEMPLE OF CHAOS B4F

This level poses an interesting dilemma: head directly to Tiamat and the stairway down to the final level, or take the long detour that leads to the Masamune, which is far and away the game's greatest weapon. Sure, there's only a few minutes of gameplay left, but if you have the resources to heal your party before the next two bosses, the Masamune is worth the trip.





Go back the way you came, but heal up before you cross the thin bridge that links the northwest and northeast corners of thin map; it's there that Tiamat has laid his ambush, not by the staircase.

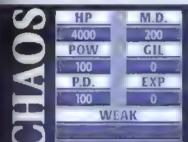


The Wind Fiend Tiamat may well be tougher than the game last boss, so prepare well and don't be atraid to use up a few high-level spells. His attacks are primarily magical, so a NulAll spell cast on your healer will itsure your survival if things go wrong. Tiamat doesn't use any one elemental type exclusively, but Bolt is still the no-common one, so NulBolt won't hurt. Tiamat is no longer weak against Break, so beefing up your party's fighters with Haste/Sabet's now the road to victory.



TEMPLE OF CHAOS BSF

There are no encounters on this floor, so you may want to check to see if any of your characters are within a few thousand EXP of leveling up. If they are, battle a bit back in B4F (taking care not to run into Tiamat again) so everyone will be at their best for the boss. Use up the last of your Potions to max out everyone's HP, save the game, and prepare for the game's final battle. You may also want to tweak your characters' equipment. Chaos doesn't really have any attacks that cause status conditions, so Ribbons and Protect Rings can be swapped out for better defensive items.



Chaos is actually a pretty routine boss battle, except that he has 4,000 HP and the ability to heal himself with Cure4 (this happens randomly, so you'll just have to take him down as quickly as possible and hope you get lucky.) He has no weakness, and any magic case on him is a wasted effort. Sure you can get a to points through with Flare on bioly, but there are better things you are do with those spell slots.

cast NulAll on them selves then NulFire NulBolt and Nullce (in that order). Black Wizards should as traste and Steel on the offensive line as usual



Lach attacker should use the Grant's Gloves, then begin their rejentless assault I you've saved up a few Cure4 spells, you should be ready for anything.





THE TEMPLE OF CHAOS

SECRETS

THE TILE GAME

When you're on your ship, hold %, then press \bigcirc 55 times to bring up a sliding tile puzzle game called 15 Puzzle. The game keeps track of your best time, and rewards you accordingly.

Under 6 Minutes: You get a Potion

Under 4 Minutes: You get an Antidote, and a Potion

Under 2 Minutes: You get a Golden Needle, an Antidote, and a Potion

1st Place Finish: 10,000 Gil

2nd Place Finish: 5.000 Gil

3rd Place Finish: 2,000 Gil



COLLECTIONS



Select Config from the Main menu, then Collections from the Config menu. The Collections keep track of all the items you've found, and all the enemies you've encountered and their stats. There is also an Art Gallery and a Photo Gallery where you can see original enemy designs and publicity art for Final Fantasy I. The more items and monsters you find, the more pieces of Arand CG are made available to you.

BESTIARY

ENEMY NAME

HIT POINTS

ATTACK POWER

PHYSICAL DEFENSE

ELEMENTAL WEAKNESS

ELEMENTAL RESISTANCE

ı	_	
	NAME	CENTIPEDE
	HP	222
4	POW	39
	P.D.	20 M.D. 116
	GIL	300 EXP 1194
Į,	WEAK	
	RESIST	

RED BOXES INDICATE ENEMIES THAT APPEAR ONLY AS BOSSES

MAGICAL DEFENSE

	NAME	AEROS
	HP	358
	POW	53
	P.D.	4 M.D. 130
i	GIL	807 EXP 1614
Ų	WEAK	
ı	RESIST	QUAKE, DEATH, CONFUSION, PARALYSIS

NAME	ALLOSAURUS	- Annual
HP	480	
POW	65.	A CAPACA
P.D.	10 M.D. 200	A A
GIL	502 EXP 3387	
WEAK		
RESIST		

BESTIARY





NAME	433103	- Aller
HP	168	1 (2.733) Saint
POW	25	计算数数数
P.D	40 M.D. 170	
GIL	2000 EXP E2250	The state of the s
WEAK	No. of the last of	
RESIST		

NAME	BARETJA		t Dan Maria	
HP	256	. 7	1723	
POW	60			
P.D.	38 M.D. 130		KX X 2	ı
GIL	300 EXP 1428			ı
WEAK		5	1 1 1 1 marie	
KE212				

NAME BASILIS	K	
HP 196		
POW 30.		14-90 TO
P.D. 20	M.D. 91	
GIL 658	EXP 1971	4274-01751-0-00014
WEAK -		The state of the s
RESIST -		

NAME	BLACK KNIGHT.
HP	260
POW	44
BD.	38 M.D. 135
GIL	1800 EXP 1263
WEAK	
RESIST	

POW 10 P.D. 26 GIL 8 EXP 30 WEAK -	NAME BLACK WIDOW	
P.D. 0 M.D. 28	RP 28	+ Highing 22.7.
WEAK -		The management of the second
W.AK -	GIL 8 EXP 30	
RESIST -	RESIST -	

NAME	BLOODBONES
HP	144
POW	26
P.D.	12 M.D. 76
GIL	378 EXP 378
WEAK	FIRE, DIA
	ICE, DEATH, CONFUSION, PARALYSIS
	100, 000 111, 2011 031014, 11110101313

NAME	BLUE DRAGON	
HP	454	
POW	92	
P.D.	20 M.D. 200	
GIL	2000 EXP 3274	TO THE STATE OF
WEAK		
RESIST	QUAKE, BOLT	

NAME	CENTIPEDE
HP	222
POW	39
P.D.	20 M.D. TIES
GIL	300 EXP 1194
WEAK	
RESIST	The state of the s

	NAME	ICHAOS	Christ No.
ı	HP	4000	ABI MODELLE AND
h	POW	100	THE STATE OF THE PARTY OF THE P
	P.D	100 M.D. 200	THE PARTY AND ADDRESS OF THE PARTY AND ADDRESS
Lil	GIL	EXP EXP	
	WEAK		70
ı	WEAK RESIST	KIII	
L			

NAME	CHIMERA
HP	300
POW	30
P.D.	20 M.D. 130
GIL	2500 EXP 2064
WEAK	ICE
RESIST	QUAKE, FIRE

NAME	CLAY GOLEM
HP	176
POW	64
P.D.	7 M.D. 93
GIL	800 EXP 1257
WEAK	
RESIST	QUAKE, ICE, FIRE, DEATH, CONFUSION, PARALYSIS

NAME COBRA	
HP 56	- 15 M
POW 6	
P.D 6 M.D. 4	
GIL 500 EXP	
WEAK	
RESIST -	



NAME CRAWLER	
HP 84	
POW D	
P.D. 8 M.D. 51	
GIL 2001 EXP 186	
WEAK -	
RESIST -	

NAM	E CRAZY HORSE	
HP	64	To off
POW	102	
P.D.	2 M.D. 40	13 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
GIL	15 EXP 63	
WEA	111	
RESI	ST	
ALC: NO.	111	

NAME	CROCODUE
HP	184
POW	423
P.D.	16 M.D. Tous
GIL	900 EXP 810
WEAK	BOLT
RESIST	QUAKE, FIRE

N.	AME	DARK FLAN
H	P	156
PO	WC	49
P.1	D.	255. M.D. 85
GI	L	900 EXP Him
W	EAK	FIRE
RE	SIST	QUAKE, BOLT, TEE, DEATH, CONFUSION, PARALYSIS
W	EAK	FIRE

NAME	DARK WARRION	
HP	200	
POW	40	
P.D.	38 M.D. 18	
GIL	3429 EXP 342	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
WEAK		The other Parks
RESIST		

	NAME	DARK WIZARD
4	HP	105
ı	POW	26
	P.D.	40 M.D. 170
ı	GIL	1095 EXP 1090
Į,	WEAK	
	RESIST	

NAME	DEATH EVE
HP	360
POW	120
<u>P.D.</u>	60 M.D. 16
GIL	EXP 1
	FIRE, DIA
KEZIZI	QUAKE, ICE, DEATH, CONFUSION," HARALYSIS

ı	NAME	DEEPEYES
J	HP	304
ſ.	POW	30
I.	P.D.	16 M.D. 15
l	GIL	3591 EXP 3500
١	WEAK	BOLT
I	RESIST	QUAKE, FIRE
1		

B	AME	DESERT BARETTA
H	IP .	352
P	WO	98
P	D.	48 M.D. 15
C	il	EXP 26th
V	VEAK	
R	ESIST	
Ŀ	(F2 21	

	NAME	DOOM KNIGHT
J	HP	190
l	POW	55
I.	P.D.	32 M.D. 17/5
l	GIL	3000 EXP 2700
H	WEAK	
	RESIST	DEATH, CONFUSION, PARALYSIS

i	NAME	DRAGON ZOMBIE
	HD	268.
ì	POW	I Control
	P.D.	300 M D Firm
	GIL	GOOT STEEL S
þ		FIRE, DIA
		QUAKE, ICE, DEATH, CONFUSION, PARADISM

	NAME	EARTH MEDUSA	
	HP	96	- 1 1 1
I	POW	11.0	76.35
	P.D.	12:55 M.D. 70	
	GIL	1218 EXP 127	
H	WEAK	FIRE THE STATE OF	
	RESIST	QUAKE, REL	
Ľ			

HP 162 POW 30
POW BO
The second secon
P.D 30 M.D. 92
GIL 3220 EXP 3722
WEAK
RESIST QUAKE



NAME	FIRE HYDRA	
HP	182	
POW	20	
P.D.	14 M.D. 103	
GIL	400 EXP 12	The state of the s
WEAK		
RESIST	FIRE	···

NAME	FIRE LIZARD	
HP	296	
POW	31	1 2 CC - 47
P.D.	10 M.D. 17.	2 Cal Charles
GIL	1200 EXP 249	The least like
WEAK	ICE TO THE PARTY OF THE PARTY O	
RESIST	FIRE	

NAME GARGOYLE	
HP 80	
POW 12	1/2 ST
P.D. 8 M.D. 53	
GIL 80 EXP 13	
WEAK	
RESISTI QUAKE	

NAME	CASTANIA TO THE TOTAL THE TOTAL TO THE TOTAL THE TOTAL TO THE TOTAL TH
HP	106
POW	15
P.D	M.D. See
GIL	250 EXP E 30
WEAK	ز ــــــــــــــــــــــــــــــــــــ
RESIST	

NAME	GHAST	
HP	56	
POW	8	The state of the s
P.D.	102 M.D. 402	
WEAK	FIRE, DIA	
RESIST	ICE, DEATH, CONFUSION,	PARALYSIS

NAME	GHOST	i
HP	180	1
POW	93	1
P.D.	30 M.D. 85	1
GIL	990 EXP 990	1
WEAK	FIRE, DIA	
RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALISIS	

NAME	GHOUL
HP	48
POW	8
P.D.	6 M.D. 36
GIL	50 EXP 91
WEAK	FIRE DIA
RESIST	ICE, DEATH, CONFUSION, PARALYSIS

NAME	GIGAS WORM	
HP	56	The same of the latest and the same of the
POW	17.	14 54 F
P.D.	8 M.D. 40	
GIL	15 EXP 6	
WEAK	FIRE	The second second
RESIST		

	NAME	GNOMA
	HP	288
1	POW	66
	P.D.	20 M.D. 130
	GIL	768 EXP 1553
	WEAK	FIRE
	RESIST	QUAKE, BORT, ICE, DEATH, CONFUSION, PARALYSIS

NAME	GOBUN
HP	B
POW	4
P.D.	4 M.D. 16
GIL	EXP 6
WEAK	
RESIST	

NAM	E GOBLIN GLIAPO	
HP	16:	
POW	8	
P.D.	6 M.D. 23	
GIL	18 EXP 16	and the
WEA	K	To a state of the
RESIS	ST -	

NAME	GOCGLER
HP	10
POW	4
P.D.	0 M.D.
GIL	TOTAL EXP AVE
WEAK	BOU
	QUAKE, FIRE
KESISI	QUAKE, FIRE

NAME	GRAY OOZE
HP	76
POW	301
P.D	7 M.D. 55
GIL	70 EXP 255
WEAK	BOLT
RESIST	QUAKE, ICE, FIRE, DEATH, COMPUSION, PARALYSIS
GIL WEAK	70 EXP 255



NAME	GREEN SLIME
HP	24
POW	
P.D.	255 M.D. 36
GIL	20 EXP 84
WEAK	ICE, FIRE
	QUAKE, BOLT, DEATH, CONFUSION, PARALYSIS

NAME	GUARDIAN	
HP	200	
POW	25	DOTE:
P.D.	40 M.D. 110	
GIL	400 EXP 122	
WEAK	BOLT	
RESIST	DEATH, CONFUSION, PAR	ALYSIS———————————————————————————————————

NAME	HELLHOUND		All December 1
HP	192	12	
POW	30		7 - V
P.D.	8 M.D. 1050		
GIL	600 EXP 1182		The state of the s
WEAK	ICER		
RESIST			
RESIST	ICE.		

Г	NAME	HILL GIGAS
Ü	HP	240
10	POW	38
	P.D.	12 M.D. 126
ı.	GIL	879 EXP 879
	WEAK	
П	RESIST	

	NAME	HORNED DEVIL
,	HP	94
	POW	10
ı	P.D.	32 M.D. 12
	GIL	387 EXP 387
	WEAK	
1	RESIST	QUAKÈ, ICE, FIRE
_		

NAME	HYDRA	A CONTRACTOR IN
HP	212	7 7 7 7 7 7
POW	30.	
P.D.	14 M.D. 116	
GIL	150 EXP 915	1 000 4 1
WEAK		The state of the s
RESIST	. 14	

NAME	HYENADON	The second second
HP	120	182
POW	22	
P.D.	4 M.D. 76	
GIL	72 EXP 288	
WEAK		
RESIST		

ICE GIGAS
336
60
16 M.D. 150
1752 EXP 1750
FIRE
ICE

0	NAME	IRON-GOLEM	-
	HP	304	
	POW	93	
U	P.D.	100 M.D. 142	
L	GIL	3000 EXP 6742	
	WEAK		Š.
1	RESIST	QUAKE, ICE, FIRE, DEATH, CONFUSION, PARALYSIS	

	40
NAME	KING MUMMY
HP	188
POW	43
P.D.	24 M.D. 95
GIL	1000 EXP 984
WEAK	FIRE, DIA
RESIST	ICE, DEATH, CONFUSION, PARALYSIS

NAME	GAKEN
HP	1600
POW	F0
P.D	60 M.D. 160
GIL	5000 REXP 14245
WEAK	BOLT
WELLEY !	OHAKE FIRE

NAME	ASSASSAS
HP	1800
POW	70
P.D	70 M.D. 200
GIL	EXP E2000
WEAK	
	OUAKE FIRE

NAME	LAVA WORM
HP	280
POW	50
P.D	31 M.D. 143
GIL	400 EXP 167
WEAK	ICE
	QUAKE, FIRE



NAME	-mi 45 84 5 ***	CANA
HP	800	The Court of the Court of
POW	40	
P.D	40 M.D. 120	
GIL	3000 EXP 2200	The state of the s
WEAK	FIRE	The state of the s
RESIST	A SET DEVILLARONIEN CO	IN PARALYSIS

NAME	Bulty -	- 5.00 A
HP	1000	TO THE RESERVE OF THE PARTY OF
POW	50	10000000000000000000000000000000000000
P.D	50 M.D. 140	
GIL	EXP 2000	The state of the s
WEAK	DIA	The same of the sa
RESIST	NOS DEMINOSVIBRAIO	N. PARALYSIS

NAME	LIZARD.	
HP	92	7 7 5
POW	18	TO STANK TO THE
P.D.	12: M.D. 55	
GIL	50 EXP 15 4	
WEAK		
RESIST		



NAME	alalalani -	THE WAY
HP	1200	
POW	10	
P.D	50 M.D. 183	
GIL	3000 EXP \$2475	
WEAK	PARALYSIS	
RESIST	BOUT KEEPE	the state of the s

NAME HP POW	MANILINE 2. 1400
P.D GIL WEAK RESIST	60 M.D. 183 1 EXP 2000 BOIT ICE SIRE

NAME	MEDUSA
HP	68
POW	20
P.D.	10 M.D. 55
GIL	699 EXP 699
WEAK	
RESIST	

NAME	MINDFLAYER
HP	112
POW	
P.D.	12 M.D. 1182
GIL	999 EXP 87
WEAK	
RESIST	
WEAK	

	NAME	MINOTAUR
	HP	164
į	POW	22
	P.D.	4 M.D. 95
	GIL	48 EXP 489
	WEAK	
	RESIST	
ľ		

MUMMY
80
30
20 M.D. 60
300 EXP 300
FIRE, DIA
ICE, DEATH, CONFUSION, PARALYSIS

NECROTAUR
224
40
14 M.D. 116
1050 EXP 1050
FIRE, DIA
ICE, DEATH, CONFUSION, PARALYSIS

NAME	NEOCHU
HP	344
POW	35
P.D.	32 M.D. 170
GIL	5007 EXP 3189
WEAK	
RESIST	

Г	NAME	NIGHTMARE
ı	HP	200
	POW	30
	P.D	24 M.D. 100
	GIL	700 EXP 1272
ľ	WEAK	ICE
ı	RESIST	QUAKE, FIRE, DEATH, CONFUSION, PARALYSIS



[NAME	ОСНИ
	HP	208
	POW	20
	P.D.	24 M.D. Tto
1	GIL	T02 EXP 1234
	WEAK	
	RESIST	QUAKE, FIRE
-		

	NAME	OGRE	A Standard Land
á	HP	100	7 7 7 7 7
	POW	18/2	5 4 2 D
I.	P.D.	10 M.D. 65	2 HG 63064
Ì	GIL	1981 EXP 198	A Common of the
d	WEAK		
	RESIST		

	NAME	OGRE MAGE
ė	HP	144
	POW	2332
	P.D.	TO M.D. 80
	GIL	72X EXP 77
1.	WEAK	
	RESIST	QUAKE"

	NAME	PIRANHA
	HP	92.
	POW	22
	P.D.	0 M.D. 68
	GIL	20% EXP 248
Į,	WEAK	BOU
		QUAKE, FIRE
	WEAK	

	NAME	PIRATE
á	HP	6
	POW	8
	P.D.	0 M.D. 15
	GIL	40 EXP 40
	WEAK	The state of the s
	RESIST	

NAME	PISCODEMON
HP	842
POW	300
P.D.	162 M.D. 984
GIL	300 EXP 27
WEAK	
RESIST	ICE, FIRE, CONFUSION, PARALISIS

NAME	PRIVATEER
HP	50
POW	TAR TO SERVICE STATE OF THE SE
P.D.	6 M.D. 37
GIL	120 EXP GOT
WEAK	
RESIST	QUAKE

	NAME	PURPLE WORM
l	нР	449
	POW	65
ı,	P.D.	10 M.D. 260
	GIL	10000 EXP 4341
1	WEAK	
	RESIST	QUAKE

	NAME	PYROLISK
	HP	44:
r	POW	20
	P.D.	4 M.D. 430
	GIL	508 EXP 423
l	WEAK	ICE
		QUAKE, Fire

NAME	PYROS
HP	276
POW	50
P.D.	2013 M.D. 1581
GIL	800 EXP 1626
WEAK	ICE TO THE REPORT OF THE PARTY
RESIST	QUAKE, FIRE, DEATH, CONFUSION, PARALYSIS

NAME RAKSHASA		- N . W W
HP 110		A CO. 100
POW 20	200	(New)
P.D. 30 M.I	0. 62.	
GIL 800 EXI	602	
WEAK		
RESIST QUAKE, BOLT,	CE, FIRE, DEAN	To deliver blancapis

1	NAME	RED DRAGON
H	HP	248
	POW	75
ı	P.D	30 M.D. 200
ı	GIL	40007 EXP 2904
19	WEAK	
Į	RESIST	QUAKE, FIRE
ľ		





NAME	RHYOS	
HP	350	
POW	40	
P.D.	10 M.D. 149	1 C. C. C.
GIL	5000 EXP 4580	
WEAK	ICE	W 70 1
RESIST	QUAKE, FIRE	

NAME	SABRETOOTH		
HP	200	-	
POW	24	Tolland C	
P.D.	8 M.D. 100		77
GIL	500 EXP BAT		
WEAK			
RESIST			7

NAME	SAHAGIN
HP	28
POW	10
P.D.	4 M.D. 728
GIL	30 EXP 30
RESIST	QUAKE, FIRE

NAME	SAHAGIN CHIEF	
HP	64.	100
POW	15	
P.D.	8 M.D. 46	
GIL	1050 EXP 1000	
WEAK	BOLT	
RESIST		

NAME	SAHAGIN PRINCE	
HP	204	Der de
POW	24	1862
P.D.	20 M.D. 10	
GIL	882 EXP 822	
WEAK	BOLT	The state of the s
RESIST		

NAME	SAND WORM
HP	200
POW	46.
P.D.	14 M.D. 103
GIL	900 EXP 2683
WEAK	
RESIST	QUAKE

NAME	SCORPION	
HP	84	Signal Control
POW	22	The state of the s
P.D.	10 M.D. 55	
GIL	70 EXP 22	
WEAK		
RESIST		
	The same of the sa	

NAME	SEA SCORPION	
HP	148	The sales
POW	35	1402
P.D.	18 M.D. 83	The state of the s
GIL	300 EXP 638	
WEAK		
RESIST	QUAKE, FIRE	

ı	NAME	SEA SNAKE
ı	HP	226
P	POW	350
	P.D.	12 M.D. 110
	GIL	600 EXP 95%
Y	WEAK	BOLT
ı	RESIST	QUAKE, FIRE
N.		BOLT QUAKE, FIRE

	NAME	SEA TROLL
ı.	HP	216
6	POW	400
	P.D.	20 M.D. THE
1	GIL	852 EXP 852
h	WEAK	BOLIN
ı	RESIST	QUAKE
	_	

SHADOW
50
105
011 M.D.137
45 EXP 90
FIRE, DIA
QUAKE, ICE, DEATH, CONFUSION, PARALYSIS

NAME	SHARK
HP	120
POW	22
P.D	0 M.D.70
GIL	66 EXP 267
WEAK	BOLY
	QUAKE, FIRE



ME SOLD	IEP		V	a resource of
400	اللح		TO IN	
W 102				
48	M.D. 16		13.55	
2000	EXP 400)0	HILP.	
AK BOLT				
	(E, ICE, FIRE, D	EATH, CONF	ISION, PARA	LYSIS
	400 W 102 48 2000 AK BOLT	W 102 48 M.D. 160 2000 EXP 400 AK BOLT	ME SOLDIER 400 W 102 . 48 M.D. 160 . 2000 EXP 4000 AK BOLT	ME SOLDIER 400 W 102 48 M.D. 760 EXP 4000

i	NAME	SPECTER
	HP	114
Ĭ	POW	40
	P.D.	12 M.D. 67
ı	GIL	432 EXP 432
1	WEAK	FIRE, DIA
	RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS
4		

SPHINX		· Miles	
228			
23			
12 M.D. 115		A LAND CO	Ve.
1160 EXP 1160			Y .
• 175			
QUAKE			The state of the s
	23 12 M.D. 115	228 23 12 M.D. 115 1160 EXP 1160	228. 23 12 M.D. 115 1160 EXP 1160

NAME	SPIRIT NAGA	
HP	420	
POW	7	
P.D.	16 M.D. 143	
GIL	4000 EXP 3480	
WEAK		
RESIST		

	NAME	STONE GOLEM
l.	HP	200
ľ	POW	70.
	P.D.	16 M.D. 110
	GIL	1000 EXP 2380
ľ	WEAK	
ı	RESIST	QUAKE, BOLT, ICE, FIRE, DEATH, CONFUSION, PARALYSIS

NAME TARANTULA	
HP 64	
POW 5	
P.D. 12 M.D. 46	- 331X 355 T
GIL 50% EXP 14	
WEAK -	
RESIST -	

NAME	ANAMA!	A All The work
HP	2000	Service Control
POW	49	
P.D	80 M.D. 1200	
GIL	6000 EXP 5496	10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
WEAK	STONE	
RESIST	ONAKE ROUT IEE TRE	

	NAME	MANAGE	The same was
ı	HP	2200	The second second
è	POW	75	
	P.D	30 M.D. 200	大学
c	GIL	1 EXP 2000	
	WEAK		
	RESIST	DITAKE KONTHIGE FIRE	

NAME	TROLL	
HP	184.	The second second
POW	24	
P.D.	12.P. M.D. 1001	
GIL	621 EXP 621	100 100
WEAK	FIRE	
RESIST	-	

	NAME	TYRANNOSALIP
	HP	600.
١	POW	115
	P.D.	10 M.D. 200
	GIL	609 EXP 7200
	WEAK	
	RESIST	

Г	NAME	VAMPIRE
ı	HP	156
1	POW	76
	P.D.	24 M.D. 75
	GIL	2000 EXP 1200
П	WEAK	FIRE, DIA
ı	RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS

NAME	VAMPIRE LORD
HP	300
POW	90
P.D.	28 M.D. 84
GIL	3000 EXP 2386
WEAK	FIRE, DIA
RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS

NAME	WARG WOLF
HP	72
POW	14
P.D	0 M.D. 46
GIL	22 EXP 93
WEAK	
RESIST	



NAME	WATER NAGA	
HP	356	
POW	9	
P.D.	8 M.D. Tid	
GIL	2355 EXP 2355	19 10
WEAK	BOLT	
	QUAKE, FIRE	

NAME	WERETIGER	
HP	160	A CALL
POW	30	
P.D.	16 M.D. 93	18363
GIL	700 EXP 780	
WEAK		
RESIST		
-		

NAME V	VEREWOLF		The state of the s
HP 6	8	4	
POW I	42 -		1
P.D. 6	M.D. 45	1.5	
GIL 6	ZEXP 13	- 1300	
WEAK -		Britan and	
RESIST -			

NAME	WHITE CROG	
HP	288	
POW	56	
P.D.	20 M.D. 143	
GIL	2000 EXP 1890	
WEAK	BOLT	
RESIST	QUAKE, FIRE	

WHITE DRAGON
200
53:
8 M.D. 196
2000 EXP 1781
BOLT, FIRE
QUAKE, ICE

ı		
i	NAME	WHITE SHARK
ŀ	HP	344
7	POW	50
	P.D.	8 M.D. 170
ı	GIL	600 EXP 236
ľ	WEAK	BOLT
U	RESIST	QUAKE, FIRE
L		

NAME WIGHT	
HP 52	
POW 20	
P.D. 12 M.D. 45	
GIL 150 EXP 150	555,000
WEAK FIRE, DIA	Maria San Carlo
RESIST ICE, DEATH, CONFUSION	, PARALYSIS

NAME WIN HP 92 POW 25				45		
		74	-			
and the second					40	
P.D. 0	M,D	. 55		(4)	20,3	
GIL 200	EXP	402	1	100	8. 8	
WEAK FIRE	- Discourance		Day 1	1		
RESIST ICE	ī					

ľ	NAME	WOLF
	HP	20
	POW	8
	P.D,	0 M.D. 287
	GIL	EXP 24
ľ	WEAK	· The state of the
	RESIST	

NAME	WRAITH	
HP	86	
POW	22	
P.D.	4 M.D. 52	
GIL	231 EXP 231	
	FIRE, DIA	
RESIST	QUAKE, ICE, DEATH, CO	NEUSION, PARALYSIS

	NAME	WYRM	A Samuel Samuel
ı	HP	260	
þi	POW	40	1000
	P.D.	22 M.D. 13	7.05.91
L	GIL	502 EXP 1218	Con many
ľ	WEAK	227	The same of the sa
ı	RESIST	QUAKE	

NAME	WYVERN	
HP	212	
POW	30	A 5 3 5 5
P.D.	12 M.D. 115	1 1 2 2 3 3 1
GIL	50 EXP TITE	
WEAK	· Company of the comp	Maria Caralle Contraction of the
RESIST	QUAKE	

ı	NAME	ZOMBIE
ı	HP	20
.1	POW	10
	P.D	0
A.	GIL	12 EXP PIB
n	WEAK	FIRE, DIA
ı	RESIST	QUAKE, ICE, DEATH, CONFUSION, PARALYSIS
L		

GAME BASICS

Understanding the game basics for Final Fantasy II can be a bit trickier than it seems on the surface. Unlike nearly every other RPG available, this game contains an "experience" system based not on levels and experience points, but instead on a del cate balancing act of exercising certain strengths and attributes to increase them, while other stats may atrophy from misus There is no set series of levels and advancement to predict how each character develops, not even a class or job system to dete mine their strengths or weaknesses.

There are other changes from the expected as well, such as the Word Memory System, which add even more flavor to the gamand even more aspects to master. Learn the basics of the game well and you'll go far. Fail to figure out the differences and the nuances and you're going to have bumpy ride.

UNIQUE SYSTEMS

Before getting into the details like the controls for the game or the menu commands, it's good to have a grasp of some of the more unique features of the game. This provides a basic idea of just what some of the commands will do for you in later see tions.

Gaining Proficiency

While many RPGs use some form of level system, using experience points or something similar, Final Fantasy II uses no such system. Instead, characters' skills and attributes increase based solely on their use.

Each skill has a level, and a number of mastery points gained. Number of attacks, accuracy with the weapon, power of spells and the like are linked to the skill level. The higher the skill gets the better your characters are. The mastery points are listed after the skill level, and go from 0 to 100. When the points reach 100, the skill level increases by one. Weapon and shield skills increase at a rate based on your fighting style and which items you wield in your primary and secondary hands, with the equipment used in the primary hand increasing at a higher rate. Magic spells also use this system to increase their level, and increase at a rate of 2 points each time the spell is cast.



Skill at casting a spell can be seen ... then cast it on a party member raising when you select a non-com- / raising the mastery points by two. bat spell to cast...



tl

l

is

WHEN COMBAT

Your characters' attributes also increase in much the same way, although in this case there are no visible mastery points listed for each, and the link between the actions taken and stats raised isn't quite as clear. The links are as follows:

ATTRIBUTE	ACTION IN COMBAT
STRENCTH	ATTACKING PHYSICALLY
EVELORANGE	OSING HP BY TAKING THE TOTAL STATE OF THE ST
SPIRIT	BSING WHITE MAGIC
With the same of t	USING BLACK MAGIC
MAGIC	(GASTINGT SPELLS IN COMBA
ACCURA	ATTACKING WITH WEAPONS
EVASION	BEING A LARGE OF PHYSICAL ATTACKS
AGILITY	BEING A TARGET OF PHYSICAL ATTACKS
MAGIC DEFENS	BEING A TARGET OF SPELLS AND SPECIAL ABILITIES

One final twist to this system is that as one attribute increases, another may decrease. The stats linked in this way are:

INCREASED STAT	DECREASED STAT	
STRENGTH	INTELLIGENCE	
INTELLEGIA	ENDURANCE	
SPIRIT	STRENGTH	

GAME BASICS

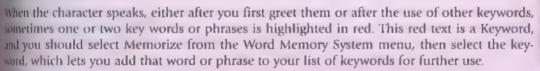
This means that if you have a strict fighter, using physical attacks only in battle, their intelligence decreases over time and makes it much more difficult to decide to use that character to cast black magic. It is harder under this system to have a well-balanced character that can do a bit of everything, and if a character neglects one ability for too long it can decrease. It is better in most cases to have a character concentrate on one or two roles or "jobs" so to speak, rather than try to do a bit of everything.



Word Memory System

The Word Memory System is not difficult to use or to master, but it should be kept in mind at all times as advancing through the game from one task to the next is impossible without it.

In the Word Memory System, speaking to certain key characters or inspecting a few special objects opens a menu to allow further interaction. The menu choices available are Memorize, ask, and Items. Select one of these options and an item from the submenu to continue the interaction and perhaps gain a bit more insight or a new item.







The Ask option of the menu brings up a list of previously memorized keywords. Select one by scrolling up and down and pressing \times . This will ask the character for more information about the keyword. Sometimes you get a "?" meaning that this character has no further information about that keyword at this time. At other times, you might get a bit more story about that topic, or directions to your next destination. Sometimes you even get a new keyword to memorize through this method.

The Items option brings up a list, this time of the items in your inventory. This is where you can use the various Event Items that you have collected. This option works in the same way that Ask does.

Always try out your various keywords and Event Items on any character you meet that triggers the Word Memory System. This is how you figure out the next step in your journey, and how you gain valuable assistance in its many forms.

INTO THE GAME

Once you have some of the general features of the game under your belt, it's easier to get into the game itself. Now you can learn the various controls and menus and really understand what they can do for you.

THE CONTROLS

	CUNCLE OF EN	Fd	
directional buttons	Move the character on the field screen / move the cursor in various	M	Open the Items menu.
	menu screens.	L2	Open the Main menu directly to the Equipment option.
6.2	Select an option / inspect an item /		Equipment option.
X	open a chest / talk to a person.	RI	Open the Status screen.
(0)	Cancel an option / hold down while moving to accelerate (if applicable).	R2	Open the Main menu directly to the Formation option.
(\(\alpha\)	Open the Main menu / view the sta- tus and any ailments of the current character during combat action	START button	Open the Main menu / confirm name selections at the opening of the game.
	Selection. Open the Main menu directly to the Magic option.	(+ SELECT button	Display the world map (not available at beginning of game).

THE MAIN MENU

Pressing or the START button while not currently engaged in battle brings up the Main menu.

The Main menu screen consists of nine different options. It also provides a quick overview of all characters' current status, location, and progress through the game.



TEMS

Use this menu to manage the items in your inventory. Your party can carry up to 63 items total, plus any items currently equipped by your characters. Beyond this total you must discard items from your inventory to obtain a new item from an enemy or to open a chest. There are two options available from the Items submenu: Use and Sort.

Use is the default selection in the Items screen, and allows you to use an item on a character, or switch places within the inventory screen. Select an item and scroll down to the Discard option at the bottom of the listing (press R2 to go directly to Discard from any spot on the list) to discard any item from your inventory.





Activating a piece of equipment in this way opens a display to show which characters would have an increase in attack of defense if equipped with the item—shown by a green up-arrow—, a decrease in those abilities—shown by a red down-arrow— or a duplicate of the item equipped—displayed with a white equal sign.

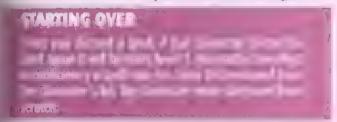
The Sort option of the Items screen quickly and easily sorts your items based on type. You can change the order that the items are sorted in via the Config option from the Main menu.

MAG LE

After selecting Magic from the main menu, select a character to open the character's Magic display. Use this screen to manage and cast available spells. The information is displayed in a double-columned listing of spells along with their levels and mastery points. Details on the selected spell appear at the bottom of the screen. Any spells available for immediate casting are displayed in white, while currently unavailable spells are shown in gray. Press R1 or L1 from this screen to switch between party members.



Each character can learn up to 16 spells total. If you wish for a character to learn a spell and he or she already has the 16 maximum spells, select one of the spells on the character's list, then scroll down to the Discard option at the bottom right of the screen.



Rearranging spells is done in the same way that items can be manually rearranged in the Items menu. This is helpful when you find yourself casting certain spells more than others in combat and wish to place the often-used spells at the top of the list.

If you choose to use a spell, select a target, or press up on the directional pad once if the cursor is at the top of the screen (or down once if the cursor is at the bottom) to select entire party. If you cast the spell on the entire party at once, the effects are diminished for each character rather than being cast at its maximum effect.



While the Magic screen allows you to manage and cast your existing spells, in order to learn a new spell you must select and use a scroll in the Items menu.

EQUIPMENT

The Equipment option allows you to manage the equipped items for each character in your party. Select Equipment from the main menu, then select a character in your party. This brings up the equipment screen for the character and spaces at the bottom of the screen to display alternate equipment and information on a highlighted piece of equipment. Press R1 or L1 on the equipment screen to switch between characters.



Left Hand

Head

Body

To manage the character's equipment by hand, select Equip from the Equipment screen options. Select a part of the body to bring up a list of items in your inventory that can be equipped into the slot. Highlighting each piece of equipment displays any change it



would make to the Attack Value or Defense Value—a green arrow shows that a stat would increase, red means that it would decrease—, and also displays a quick description of the item at the bottom of the screen. The available slots are as follows:

Right Hand Usually a character's primary hand (check the Status screen for details). Can equip a weapon or shield.

Usually a character's secondary hand (check the Status screen for details). Can equip a weapon or shield.

Equip a hat or helm for defense and other effects.

Equip armor for defense and other effects.

Hands This is the slot for items such as gloves or gauntlets, for defense and other effects.

Items Equip up to two useable items such as healing items. Select the equipment option while in combat to use them. You can also put equipment into these slots in order to be able to switch it with a currently equipped item during combat.

There are two other options available at the top of the Equipment screen: Strongest and Best Defense. Selecting one of the options equips the selected character automatically from your inventory. Strongest selects the best equipment based on alto power, while Best Defense selects the items that offer the most protection for the character. While this is a quick option, you are better off equipping your characters manually, as this allows you to take into account things like elemental attacks or item that protect you from certain attacks, or to equip weapons that you want use to increase your characters' skills.

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M

STATUS

After selecting a character from your party, you are taken to that character's Status screen. This screen doesn't allow for a equipment or magic management, but is the only screen that shows all of that character's ability scores.

equipment c	it magic management, but is the only screen that	allows all of that t	naracter's ability scores.
HP	Presents the characters' current physical status.	Magic Defense	Much like Defense, this statistic lets the character take less damage from a foe's
MP	The energy that a character has available to power spells. As magic is used, the cur-	0. 1	magical attack. It also helps the character resist negative status effects.
Attack	rent MP value decreases. This is the general strength of each attack, derived from Strength and your currently equipped weapon's values. The actual	Strength	Strength helps to determine the power of each physical attack. It also helps to determine your success at guarding with a shield.
	damage received by the enemy may vary greatly based on how many hits strike the foe during an attack.	Endurance	This attribute helps the character resist negative status effects. In addition, as Endurance increases, the character's rate
Accuracy	Accuracy is represented by two numbers. The first is equal to the character's skill with the weapon in their primary hand. The higher this value is, the more strikes you may get each time you attack. The	Spirit	of HP growth increases. Spirit helps to determine the effects of White Magic. These effects include successate and the amount of HP damage or recovery.
	second number is a percentage, and represents the likelihood of connecting with each attack.	Agility	A higher Agility helps the character to adfaster in the course of combat. Agility also affects Evasion, and allows you a better
Defense	The higher this number is, the less damage the character takes per enemy attack.	Intelligence	chance at receiving a Preemptive Attack. This helps to determine the effects of
Evasion	The first number in the Evasion field represents the number of attacks that you	· · · · · · · · · · · · · · · · · · ·	Black Magic. The effects include success rate and the amount of damage given.
	may guard against per round. The per- centage represents general evasion ability.	Magic	This attribute helps the character avoid magic in combat. It also affects the rate a which a character gains MP.

Along the right side of the screen is a listing of the various weapon and shield skills displayed as icons, along with their current level and mastery points. From top to bottom they are: Unarmed, Knives, Swords, Staves/Maces, Axes, Spears, Bows, and Shields. These skill levels help to determine how many strikes a character can make with a weapon during each round of attack. The more strikes there are, the more damage the enemy receives in total.

FORMATION

The Formation option allows you to toggle each character in your party between Front and Rear formation. This also move the character portrait to the left or right as a quick way to view your formation.

Being in the front row allows a character to attack with any weapon as normal. It also allows the front two rows of enemies to attack the character as normal. Moving a character to the rear protects him or her from normal enemy attacks, but such a character can only physically attack using a bow, with all other attacks missing automatically. Casting magic can be done from any position, and formation cannot protect you from an enemy's spells or special attacks.

KEYWORDS

Selecting Keywords from the main menu brings up a display of the Keywords learned thus far using the Word Memory System. Scrolling through the list provides more information on each keyword.

CONFEG

Dash

Cursor

Select the Config option to view and alter the various game settings for Final Fantasy II. Not all of these options may be available, depending on how far you are into the game, or if you are playing under Easy or Normal mode after having beat the same once.

Auto Target	If On, a character who has targeted an
	enemy automatically targets a new foe if the current target disappears before their
	turn. In the Off setting, in such a situa-
	tion the character's turn is lost.
Мар	This toggles the World Map display

This toggles	s the World	l Map di	isplay
between a g	globe and t	flat map	format.

If this option is turned on, hold :
while moving to accelerate. This is onl
effective in towns and dungeons.
With the Default option, the cursor
returns to the default position each tir

with the Default option, the Culson
returns to the default position each time
you open a menu screen. With the
Memory option activated, the cursor
starts out where it was last placed the last
time the menu was onen

Sound Output	Change the sound between Stereo and
	Monaural.

Controller	Customize the buttons on the controller.
Text Speed	Change the speed of the text display. The lower numbers are faster.

Item Sorting Customize the order of items when you sort them in the Items menu.

Vibration Toggle the vibration function of the controller on or off.

Window Color Customize the window display's color. Collections Select to view the collections of Final Fantasy II.

MEMO FILE

The Memo File is a quick-save option. Select this option and choose Yes to save your current information to the Memo File. This saves your information, but the data is erased whenever you turn off your console. This is the only save option available within a dungeon, so use it often while exploring these dangerous areas.

If you have a Memo File currently saved, when you die or use a soft reset to return to the opening game screen there is a Memo File option displayed along with the normal New Game and load Game options. Use this third option to load the memo file.

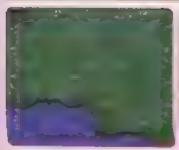


12NG PHYSIA

SAVE

This is the option used to save your game to one of the slots in a PlayStation memory card. This option is not available within a town or dungeon, so use both your Save slots and your Memo File wisely!

TERRAIN AND TRAVEL



Grassland



Forest



Desert



Stone



Mountains



Deep Snow



Shallow Water



Deep Water

MODES OF TRANSPORTISTICS

need ne

KEEP ON WALKING

Principle of the last

THE BASICS OF BATTLE

The general combat system in *Final Fantasy II* is similar to that found in many turn-based RPGs, and should be familiar to experienced players. There are a few differences that add a twist to the experience, such as gaining proficiency in skills, magic and stats.

In the vast stretches of the world map or down a dungeon you are vulnerable to random encounters.



You will soon learn to recognize this swirling effect as the start of battle.

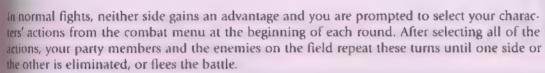
GAME BASICS



While most fights are these random battles, there are a few other types of battle. Some treasures inside dungeons have one or more foes guarding the chests. These guardians appear as soon as you open the chest, so be on your guard. Also, powerful Bosses tend to stand out in the open, ready to attack when you approach and speak to them.

THE ORDER OF BATTLE

fights open in one of three ways. Once in a while, the enemy manages to get the drop on your characters. This is a surprise attack, marked by the words "Enemy strikes first", and it means that each foe has a chance to act first. At other times, you may manage to get the drop on your enemies in turn in a called a preemptive strike. You get an entire round to act before any enemy may act.





THE COMBAT MENU

During each round of a fight, you must make selections from the combat menu. There are four options in the menu: Attack, Magic, Equip, or Flee.

ATTACK

The active character attacks the selected target with the weapon or weapons equipped in his or her hands. Be careful! You could move the cursor too far to the left or right and end up targeting your own party members instead of an enemy! Any character can choose to attack, but those in the rear formation automatically miss their target unless they are wielding a bow. Similarly, your physical attacks, bow attacks included, can only target the enemies in the first two ranks.



MENT I DRIVETICA

properties and by attacked appropriate access to the properties of the properties of



One last thing to keep in mind is that some of your characters may be wielding two weapons at once, one in each hand. In this case, they get the normal attack with each weapon, although they have a stronger and better attack with the weapon in their primary hand. The tradeoff here comes with a much lower defensive ability.

Select Magic from the combat menu, then scroll through the list of spells and select the spell. Beneficial spells automatically target your party, while harmful spells automatically target your enemies.



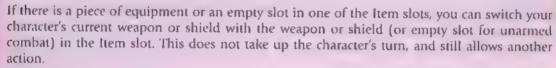
You have the option to affect an entire party at once by pressing right while one party member is highlighted, or by pressing left when an enemy in the rear row is highlighted. Likewise, select the entire enemy party by pressing up when your cursor is highlighting one of the enemies at the top of the screen, or down when the cursor is on a bottom enemy.



Casting a magical spell at an entire group is useful at times, but it dilutes the magic spell's effectiveness. Spells that may hit or miss have less chance of affecting each character, while spells that heal or cause damage only have an effect for a fraction of their normal total. If you target an entire group at the start of a turn and only one enemy remains when the spell is cast, it reverts to doing the full amount of damage, even though the spell effect looks like a multi-targeted spell.

EQUIP

You may only use items that have been previously put into an equipment slot. Some rare weapons allow you to invoke an effect from them for use in combat. If there is a healing item or other combat-effect item within one of the two Item slots, select it here and choose a target, allowing the character to use the item during their turn.





FLEE

If any character who tries to Flee during battle succeeds, the entire party gets away. Use this sparingly. If the enemy is too high in rank compared to your party, or if it is a special fight, your party may fail every attempt to flee.



STATUS EFFECTS

During the course of the battle any character or enemy may end with a Status Effect. Some Status Effects are temporary, where they may disappear after any combat round or with the successful use of Basuna, and they always disappear at the end of combat. Other Status Effects are permanent, and remain until removed with the relevant item or through use of Esuna.

CURE CURE CHARACTER IS POISONED AND LOSES HE FACH ROUND CHARACTER IS POISONED AND LOSES HE FACH ROUND CHARACTER IS LOTED AND LOSES HE FACH ROUND CHARACTER IS LOTED AND LOSES HE FACH ROUND CHARACTER IS LOTED AND LOSES HE FACH ROUND

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RALYSIS THE CHARACTER IS PARALYZED AND CANNOT ACT BASUNAL EVEL S DK HIGHER BASUNAL EVEL S DK HIGHER BASUNAL EVEL S DK HIGHER BASUNAL EVEL S DK HIGHER

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NAME	EFFECT	CURE
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Maritin .		ROSS, OR ESUNA LIE 12 DR HIGHER
	in the property of the state of	ALLET OR OXIONAL EXPLANATION OF THE PRINCIPAL AND ADDRESS OF THE PRINCIPAL
- T	TO SERVE AND REPORT OF THE PARTY OF THE PART	IN THE REPORT OF THE PROPERTY
	THE EHARACTER IS TRIFIED AND CANNO AGE.	OR SUM LEVEL OR HIGHER
	THE CHARACTER HAS LOSTIALL HP AND 188 DO NOTHING UNTIL REVIVED:	PHOENE DOWN LIFE AT ANY LEVEL OF REVIVAL
D.		AT'A'TOWN'S SANCTUARY

RECOVERY ITEMS OF THINK

in cases where your

a at a first the last was a keep at least Maleston nesta, Toad, or

In addition to the previous negative status effects, there are also positive effects for characters and enemies alike. Berserk increases the power of an affected character's attacks, while Shell diminishes the effects of an enemy's magic. These positive effects are not indicated by a symbol over the character's head. Instead, they show their influence in other ways. Most of these augmentive effects enclose the character in a pulsating aura of color, while Blink causes blurry afterimages to appear behind the character. As many of the colors for various effects are similar or the same, keep track of what you have cast in battle, and what is affecting the various characters at a given moment.



STATUS WEAPONS

Even if an lattack it are zero damage ever, the status effect cannot be

AFTERMATH

After each successful battle, any character's abilities improved during combat appear on-screen, followed by the Gil collected. Afterward, if enemies drop any items, you are taken to the screen to collect them. Keep in mind that any character that is unconscious or turned to stone at the end of the battle cannot gain abilities in this way, so try to revive or restore anyone that you possibly can before the final blow.

FIRION

Firion, orphaned at a young age, was adopted by the parents of Maria and Leon. He grew up with the siblings and now considers them his own family.

STARTING STATS

			-	THE PROPERTY				,
HP	MP	PRIMARY HAND					7	
30	5	RIGHT-HANDED	THE . 1957.	3		~~	1200	
ATTACK	ACCURACY	DIFENSE	EVASION	MAGIC DEFENSE				
10 _24	1-70%	2	1-14%	1-22%			7	
STRENGTH	ENDURANCE	SPIRIT	AGESTY	INTELLIGENCE	MARIE			
TO LABORATE L	10.20	10	10.7	10	5			
UMARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHEEDS	
	1)7(40)	1-0	1:0	a1100	1-0	1-0	1-0	

Starting Equipment

Right Hand-Broadsword Left Hand-Buckler

Body-Leather Armor

MARIA

Maria is Leon's sister, and when he goes missing she is determined to track him down no matter how long it may take.

STARTING STATS

HP	MP	PRIMARY HAND						100	
· · · · · · · · · · · · · · · · · · ·	5	RIGHT-HANDED			_			1	
ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			1	4.7 .	Contract of
0.4	1-55%	1 45	1-10%	1-20%					
STRENGTH	ENDURANCE	SETTILIT	AGESTY	INTELLIGENCE	Model		. 3	- 4	
5 2 2 2		10	.15	15					
UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	514 . 118		
1:0	1.1-0	1-0	1.0	∠1 - 0↑	1-0135	[-0] Paris 44	1.4	_	

Starting Equipment

Right Hand—Broadsword Left Hand—Buckler

Body-Leather Armor

Gus

A childhood friend of Firion, Leon, and Maria, Gus tends to use his muscles over his mind. He is strong, and tough, but not very bright. He is still good-hearted and has hidden skills beneath his slow exterior.

STARTING STATS

						330a 7:0			
ı.	НР	MP	PRIMARY HAND					1754	11 3 1 1
	40	5	RIGHT-HANDED				-	27 7	G 7
١.	ATTECH	ACCURACY	DEFENSE	EVASION	MAKE BY CANE			13 . 10	
	17	1-70%	2 80	1-196	1-25%			43	MACO
ı.	STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC			
	15	15	10 ,, ,	5 44	10	5-18.	**		
	UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHILLIN	
ı	1-0	1-0	31-0	1.0	4150 L	1:0	1-0	1:0	

Starting Equipment:

Right Hand-Axe Body-Leather Armor

LEON

Although Leon began the flight from Fynn alongside Firion, Gus, and his sister Maria, his journey quickly leads him down a completely separate path. Who knows where Leon has gone after their separation?

STARTING STATS

١,				4.	THE PHASE	4 4		10000	
ı,	HP	MP	PRIMARY HAND					1 15/41	
	1004	5 _	LEFT-HANDED					1	
Π,	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE				
	158	9-99%	85	3-0%	3-69%		-		
ı,	STRENGTH	ENDURANCE	SPIRIT	AGILITY	INTELLIGENCE	MAGIC			
	53	45	16	45	36	32			
П,	UNARMED	KNIVES	SWORDS	STAVES	AXES	SPEARS	BOWS	SHIELDS	
	2-86	- 88 Ca.		6-52	9-71	7-38	4-37	J3-96	

Starting Equipment:

Right Hand—Flame Sword Left Hand—Venom Axe Head—Diamond Helm Body—Diamond Mail Hands—Diamond Gloves



losel lives in the town of Salamand and knows the area and its dangers well. He is willing to fight against the Empire both for his own sake and that of his daughter.

STARTING STATS

NP	MP	PRIMARY HAND					
	5	RIGHT-HANDED					
AFFECK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE			
	2-99%	4	2-13%	2-32%			
57 V. 11 5 11	INDURANT	SPIRIT	AGILITY	INTELLIGENCE	MAGIC		
	24	10	24	10	10 🚊		
AED.	KNIVES	SWURDS	STAVES	AXES	SPEAR5	BOWS	SHIELDS
M	LJOŽE.	1:0	1-6	1:0:0	. 1-0	1:0	J <u>-0</u>

Starting Equipment:

Head-Leather Cap Body—Leather Armor

Hands-Leather Gloves

Items-Garlic

Potion

ORDON

A Prince of Kas'ion, Gordon was helping the rebellion when the Empire attacked Fynn. He fled while his brother stood his ground, and he cannot forgive himself of his own weakness. In the long fight to come however, even someone who has failed once may be able to find his courage.

STARTING STATS

HP	MP	PRIMARY HAND					
	5	RIGHT-HANDED					
AT LOUIS	ACCUMACY	DEFENSE	EVASION	MAGIC DEFENNE			
	1-77%	8	1-12%	1-37%			
512000	(MDLA-LIC)	SPIRIT	AGILITY	INTEGRAL E	WARL		
n.	22 -	22	22	22	22.5		
15	KNIVES	SW10205	STAVES	AXES	SPIRES	BINTY	58HL-05
	101		1-0	16	400	1,1	1:0:5

Starting Equipment:

Right Hand—Spear Items-Potion

Left Hand—Bronze Shield -Potion

Body-Bronze Mail

Hands-Bronze Gloves

BELLA

An adventurous and untamed spirit, Leila runs across the party when she is attempting to separate them from their possessions on the high seas! Even so, she quickly proves to be a worthy ally in the group's fight, willing to follow wherever their paths may lead her.

STARTING STATS

НР	MP	PRIMARY HAND					
150	20	LEFT-HANDED	_				
ALICK	ACCURACY	DEFENSE	EVASION	MAGIC DILILIST			
16	2-68%	2:1	2-35%	2-449h			
300 . 1200	FNDBANKCY	Maras	AGILITY	INT(LEICHMEE	MACIC		
	18	10 _	36	16	102 ,		
以人 … 禁、守	KNIVES	SV(10.10)3	STAVES	AXES	SPURRS	RODAZ	SHEEDS
1	2-53	.20	Market .	149	1:0	210	1.0

Starting Equipment:

GARETH

Right Hand—Dagger Items-Longbow

Left Hand-Long Sword

Head-Gold Hairpin

Body-Silver Plate

Starting Spells: Bolt 2

This Dragoon vanished while searching for the powerful Ultima Scroll. At your party's side, perhaps he can finally leave his mark as the last of a dying breed.

STARTING STATS

HP	MP	PRIMARY HAND						1
	5	RIGHT-HANDED				-	-	
9. 国电报	ACCURACY	DEFENSE	FANZELIM	MAGIC DUFFINSE				
57	8-99%	43	2-2196	2-48%				
SINIMITH	TNOVENOVCE	SPIRE	AGILLEY	INTELLIGINCE	MAGIC			
60	32, 🖃	26	26	16	5	-		
80.11 30.0	KNEVES	SWORDS	SHAWES	ARES	SPELLIS	BCMA	seidlos	
1		8-50	147	1.0		1000		

Starting Equipment:

Right Hand-Wing Blade Left Hand-Gold Shield Body-Titan's Helm

Body-Knight's Armor

MINDE

Mindu assists and advises Princess Hilda, helping to keep the rebellion together. He is willing to do whatever it takes to stop the Empire's plans from coming to fruition.

STARTING STATS

				المناور والمساحدات			200
НР	MP	PRIMARY HAND					-60
175	103	RIGHT-HANDED					
RITER	ACCIA: LY	DESENSE	Children Co.	Madicine 1			100
9	1-869/	5 👳	1-37%	2-500h			
Set Turk	3 24 1 1 1 1 mm on 10	512.11	ACTOMY	INTERNATION	型等:10		
10	20.	481	20	16	40		
(IN	XIV: 113	326. 325	STAVES	AYIS	519 mar x	Comments Graphic and C	
		1410.5	M				
	175 AH CH 9	175 103 ATT CR ACCOMUNE 9 1-8000 500 100 20 100 20	HP MP PRIMARY HAND 173 103 RIGHT-HANDED 2 1-800 5 10 20 49	HP MP PRIMARY HAND 173 103 RIGHT-HANDED ACCOUNTY DIFFUSE 9 1-80% 5 1-17% 10 20 48 20 11 11 11 11 11 11 11 11 11 11 11 11 11	HP MP PRIMARY HAND 173 103 RIGHT-HANDED AT A COLUMN DIFFUSE COLUMN WALCE 9 1-800 5 1-179 2-500 10 20 48 20 16 UN RIVERS STATES AND	HP MP PRIMARY HAND 173 103 RIGHT-HANDED AT CR ACCOUNT DESCRIPTION ACCOUNTS 9 1-800 5 1-179 2-500 10 10 10 10 10 10 10 10 10 10 10 10 1	HP MP PRIMARY HAND 175 103 RIGHT-HANDED ACCOUNTY DEVENSE WALLS 9 1-900 5 1-12% 2-50% 5 1-12% 2-50% 10 20 48 20 16 40 10 10 10 10 10 10 10 10 10 10 10 10 10

Starting Equipment: Starting Spells: Right Hand—Staff Cure 7 Shield 5 Fog 6 Body—Copper Plate Life 7 Shell 6 Swap 3 Items—Magiconch Basuna 6 Wall 5 Fear 3 Ether Esuna 3 Dispel 3 Warp 1

Barrier 7 Silence 4 Blink 5 Faze 4

OTHER CHARACTERS

THE EMPEROR

While you learn little of the Emperor as a man, his mark upon the world is all too clear. Because of him, monsters roam the lands, and foul soldiers conquer new lands to add to the ever-hungry Emperor's realm. It is your quest to aid the rebellion in overthrowing this tyrant, and putting an end to his demonic summonings while freeing the land from his rule.



THE DARK KNIGHT

Another mysterious figure, this is the Emperor's second-in-command. As he takes a more active role in the conquest, your pany clashes with him from time to time. While he may not be the focus of the party's attention most of the time, his future and party be more intertwined with that of the main characters that they realize.

PRINCESS HILDA

When her father was struck by an arrow during the flight from Fynn, Hilda took over the reins of the rebellion against the Empire. Although she is young, her leadership abilities are great, and she is determined to lead the rebels to victory.



THE KING OF FYNN

While he is still ruler of Fynn and the rebellion in name, the Kin was injured on the flight from Fynn to Altair and has been bedridden ever since. His daughter Hilda is currently acting as leade of the rebels, but His Highness still has a great deal of experience and knowledge despite his illness. Talk to him from time to time and he may be able to give you a few hints for completing you quest.

PAVEL

Although he is considered a thief, Pavel works for the rebellion, only using his great abilities of stealth against the Empire. Originally from Eynn, Pavel accompanies the rebellion to Altair and then vanishes to further his own plans against the Emperor. Your paths will surely cross many times again.



TOBUL

The Master Smith of the rebellion, Tobul needs a very special type of ore for his skills to truly benefit the rebellion. Help him out when you are asked, and you may find that it benefits your own party as well as the army as a whole.

CID

Cid owns and operates an airship service out of Poft, taking travelers to far-off locations—for a price. Although he tries to make a profit, Cid still has a good heart, and he may come in helpful when the chips are down,



ELENA

The last adult inhabitant of Castle Deist, Elena is a strong woman who has seen much hardship and strife. She cares for the castle and her son while trying to live day to day in a building full of memories both good and terrible. Elena knows much about the Dragoons and their dragons, and she may prove to be a valuable friend during your quest.

CHARACTERS

ITEMS & E Q U I P M E N T

WEAPONS

When using these tables, keep in mind that the attack value and accuracy rate only tell part of the story. These rates are affected by other factors, such as Strength, Agility, primary vs. secondary hand, and the number of attacks that you get off each round.

				AVES	
NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
AND THE REAL PROPERTY.	500	250		55%	
C. LILLEXE	800	400		45%	
HRITTAXE	2000	1000		459/ci	
CONTAXE	10,000	500	27	45%	
REKILLER	15,000	7500		509/	EFFEGTIVE AGAINST OGRES; INCLUDING GIGAS.
TOM AXE		10,000	161	55%	CAN INFLICT POISON
NE AXE		25,000		609h	MOST POWERFUL AXE EFFECTIVE AGAINST MAGIC-GASTIN CREATURES USE TO CAST FOG 6
				المستنيا	
NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
W/W	150			50%	
MGBOW	250		- 5	40%	
HRIL BOW	1000	500	[3]	40%	
ADF BOW		1500		100/1	CAN INFLICT BLIND
MEBOW	5000	2500	42	47.9/0	DOES FIRE DAMAGE
sixow	5000	2500		500/6	DOES ICE DAMAGE
TOHK BOW		2,500	-90	75%	USE TO GAST BERSERK :
	_				
NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
WIFE	150				
AGGER	400	200		65%	
YTHRIL KNIEB	800	400		679/	
AIN GAUCHE				70%	BOOSTS AVASION WHEN EQUIPPED
RICHALDAGGER		1500		72%	
IPPER		4000		75%	IF IT CONNECTS: INFLICTS A SECOND AMOUNT OF DAMAG
MIGLANS		5000	86	80%	
				SPEARS	
IAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
AVELIN	300			650/4	
PEAR	500		- 0	55%	
YTHRIL SPEAR	500	750	181	55%	
RIDENT	5000	2500	50	579ti	
PMONISPEAR	10,000			60%	
AME LANCE	15,000				DOES FIRE DAMAGE
E LANCE			66		DOES ICE DAMAGE
HUNDER SPEAR					DOES BOLT DAMAGE USF TO CAST BOLT
OLY L'ANGE		20,000		70%	DOES HOLY DAMAGE, USE TO CAST HOLY B. MAY BE DESTROYED AFTER BEING USED.

				STAVES	
NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
STAFE	250	125	14	70%	
MACE	500	250	191	60%	
MYTHRIL MACE	1500	750	II6	60%	
WEREBANE	5000	1500	28	52 %	ESPECIALLY EFFECTIVE AGAINST WEREBEASTS
MAGE'S STAFF		2500	40	64%	CHARGEDAVITH/THUNDERBOLT/USE TO CAST BOLT 5
POWER STAFF	8000	4000		56%	
SPELLBINDER		5000	1641		ATTACK INFUSED WITH VENOM JUST TO CAST VENOMI RANDOM TARGET
HEALINGSTAFF		6000	78	70%	HEALS INSTEAD OF DOING DAMAGE
DIAMONDIMACE		7500	90	75%	
				SWORDS	
NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
BLOOD SWORD		4000	0	0%	ABSORBS FOE'S HP TO HEAL CHARACTER: MORE POWE AGAINST BOSSES
BROADSWORD	400	200		60%	
LONG SWORD	600	300		50%	
MYTHRIL SWORD	800	900		50%	
ANCIENTISWORD		1250		100/0	INFLIGTS CHRSE

NAME	PRICE	VALUE	ATTACK	ACCURACY RATE	NOTES
BLOOD SWORD		4000	Ö	096	ABSORBS FOE'S HP_TO HEAL_CHARACTER: MORE POWERFUL AGAINST BOSSES
BROADSWORD	400	200		60%	
LONG SWORD	600	300		150%	
MYTHRIL SWORD	[800]	900		50%	
ANCIENTISWORD		1250		ii 0 %	INFLIGTS CURSE
GRESCENT		2000		11 0% d	INFUICTS SLEEP
WINGBLADE	5000	2500			
JERRASWORD		5000	52	5890	
FLAME SWORD		5000	63	60%	DOES-FIRE-DAMAGE
DEFENDER		10,000	78	64%	SWORD MADE FOR DEFENSE IADDS TO EVASION.
ICE BRAND		7500	72	52%	DOES ICE DAMAGE
SUNBLADE		12/500	33	65%	DOES/EXTRA/DAMAGE VS: UNDEAD
EXCALIBUR		-300	100	750m	
MASAMUNE		40,000	150	90%	The second secon

ARMOR

Most pieces of armor add a straight value to the character's defense. Shields are different. They give the character a chance of block an enemy's attack completely. The Block Attack value relates to the number of attacks that can be blocked per round in this fashion. The Defense Rate helps to determine how likely your character is to block an attack in such a way.

NAME	PRICE	VALUE	BLOCK ATTACK	DEFENSE RATE	NOTES
BUCKLER	50	25		49/0	
BRONZESHIELD	200	100	2	590	
4MYTHRIL/SHIELD	500	250	3		
GOLDISHIELD	1000	500	-4	796	RESISTANT/TO POISON
MEE SHIELDI	5000	2500	A	7/98	RESISTANT TO FIRE
DIAMOND SHIELD		4000	-4	7.96	RESISTANT TO BOLT
FLAMESHIELD		2500	-4	7.9/0	RESISTANT TO ICE
DRAGON SHIELD		7500			STRONG AGAINST ELEMENTAL ATTACKS
AEGIS SHIELD	- 1000	20,000	6	10%	DEFLECTS SPECIAL ATTACKS

				HEAD AR	
ME	PRICE	VALUE	DEFENSE	WEIGHT	NOTES
HER CAP	80	40			
NZEHEUM	200	100	+2		
HRIL HELM	300	150	+4		
CINHELIM	600	300	+6		STRENGTHe±10
11.0)(5000	+10		MAY PROTECTO ROW SPECIAL ATTACKS
DHAIRPIN		300	+11		RESISTANT TO THUNDER
DBAND		25	±12	Y	ADDS +2 TO ATTACK
MEHELM		500			RESISTANTE TO THE
WONDAHELM		2500	H-17		RESISTANT TO THUNDER
UCHELM		10,000	+30	5]-	
-				BODY AR	MOR
1E	PRICE	VALUE	DEFENSE	WEIGHT	NOTES
RI	20	10		5	and the state of t
HENARMOR	100	50	1+2	6	
PERPLATE		100	+5	5	
NZEMAIL	- 10	200	+5 m	14	
ABPLIATE		200	100 E 100	5	
HRIU MAIL	12.71		AVV. 810	14	
PRATE	B. Comp.	THE REPORT OF THE PERSON NAMED IN		5	
DEN MAIL	176	1.1(250)	LW RE		RESISTANT TO POISON
DPLATE		500	57477 (S22)		-
SHT/S/ARMOR	900	2500	£22		
ERSASH		.25	F25		STRENGTH 510
/EMAIL		5000	+29		FORGED WITH THE ESSENCE OF FIRE
TEROBE		2500	-30		SPIRIT RIO
CKROBE		2500	+35		INTELLIGENCE +10
WAIL		5000	36		FORGEDAWITH THE ESSENCE OF IGE
JAISUIT	-	1250	+40	THE REAL PROPERTY.	AGILIGY #10
MOND MAIL		10,000			RESISTANT TO THUNDER
MOND PLATE		000			
GON MAIL		52,500		-	RESISTANT TO ELEMENTAL ATTACKS
ARMOR	-	[5:000]	- 1,0	79	The state of the s
				HAND AR	MOR
IE .	PRICE	VALUE	DEFENSE	WEIGHT	NOTES
HER GLOVES	50	25		3	
NZE GLOVES	300	150	163	8	
IRILIGLOVES	800	400	+6	8	
S GLOVES	1000	500	215	3	AGILITYS-10
N'S GLOVES	2000	100	+15		STRENGTH#+10
TECT:RING			H-18	3	GUARDS AGAINST KO
ERIARMLET		1.0	1619	3	STRENGTHH-10
LOVES			+20	22	RESISTANT TO FIRE
OND GLOVES		.00	£25	27	RESISTANT TO THUNDER
GLOVES		10,000	+45		

CONSUMABLE ITEMS

Consumable items can be equipped in a character's "Items" equip slot and used in battle for the listed effect. Recovery Item may be used at any time, while Combat Items are available only during battle. Scrolls (see "Spells") can be equipped as combat items and read in battle to invoke the spell one time. The Cottage cannot be used in combat, or even inside a dungeof It can only be used out in the Field.

RECOVERY ITEMS						
NAME	PRICE	VALUE	EFFECT			
POTION	1501	25	RESTORES SOME HP			
ANTIDOTE	200		CURESIPOISON			
CROSS	1000	500	NULLIFIESICURSE			
EUIXIR	50,000	25,000	FULLY RESTORES HP AND IMP FOR ONE CHARACTER			
ETHER	2500	1250	RESTORES SOME ME			
EYEOROPS	100	150	CURES DARKNESS			
GOUDINEEDLE	2500	1250	CURESISTONE			
HI-POTION	500	250	RESTORESHIP			
MAIDEN'S KISS		1250	CURESTOAD			
(IMALUET	2000	000	CURESIAMNESIA			
PHOENIX DOWN	5000	2500	REVIVES AN ALLY FROM KO STATUS			
			COMBAT ITEMS			
NAME	PRICE	VALUE	EFFECT			
ACID BOTTLE		3004	BOTTLE OF ACID WITH POISON EFFECT			
BACCHUSSSWINE		300	WINE THAT BOOSTS ATTACK AND LOWERS EVASION			
BACKSTABBER		500	FIEND:FANG WITH MUDDLE - EFFECT			
GALADRUM		4000	& DRUM THAT SUMMONS AN EARTHQUAKE			
GARLIC		50	INFLICTS:DAMAGE ON THE UNDEAD			
HELLFIRE		150	DEAUS FIRE(DAMAGE			
THERMES		400	SHOES-WITH(THE-HASTE) EFFEGT			
HOURGLASS		300	AN HOURGLASS WITH THE STOP EFFECT			
MAGICONCH		250	BOOSTS MAGIC DEFENSE			
MUTE BELL		1500	A BELL/WITH/SILENCE EFFECT			
MYTHRIL MIRROR		500	MIRROR WITHWALL EFFEGT			
NOTUS		500	A IGEM THAT CALLS FORTH AN ICESTORM			
L SAGES WISDOM		5000	A-GEM THAT MAXIMIZES INTELLIGENCE IN ONE BATTLE			
SAINT'S SPIRIT		5000	A-CRYSTAL THAT MAXIMIZES SPIRITE MONE BATTLE			
SILKIWEE	-	7.50	SILKEN/STRANDS/WITH/THE SLOW EFFECT			
SISLUMBERISTALK		400	HERB4WITH/SCEEPYEFFECTI			
THANATOS		4000	A FIGURINE WITH THE FEAR EFFECT			
UNICORN HORN		500	A HORN WITH THE BASUNA EFFECT			
ZEPHYR'S FLUTE		4000	A FLUTE THAT CALLS FORTH A TWISTER			
			OTHER ITEMS			

EFFECT

FULLY RESTORES HP

VALUE

NAME

EVENT ITEMS

NAME	DESCRIPTION	OBTAINED FROM
FOR SK MASK	A TREASURED POSSESSION OF THE TROPICAL ISLAND'S PEOPLE	TROPICAL ISLAND.B5
	A BOAT USED TO TRAVERSE AKES AND RIVERS:	RECEIVED FROM MINDU - EN HE IOINS THE PARTY
Marie Des -	A ROD THAT LIETS THE SEAL ON THE MYSIDIAN TOWER.	RETRIEVED FROM MYSIDIAN CAVE BE
(i) 12 ii 11 1	THE LAST WIND DRAKE EGG	RECEIVED FROM THE WIND DRAKE IN CASTLE DEIST AFTER FINDING THE PENDANT.
	4 TORGH THATIGAN BE USED TO CARRY THE SUNFIRE	CASTLE KASTON B4 AFTER BOSS FIGHT
	A BELL THAT CAN LIFT THE SEAL BARRING ENTRY TO CASTLE KAS ION.	FOUND BEHIND THE ADAMANTOISE AND THE SNOWN CAVERN.
M. I	OR OF A MAGICAL METAL-USED TO CREATE BETTER EQUIPMENT FOR SALE	SEMITIT FALLS IN ARTER BOSS FIGHT.
Tiple .	GRANTS AUTHORIZATION TO BOARD THE DREADNOUGHT	BOFSKICAVE IF.
13.	PROOF OF MEMBERSHIP AMONG THE RANKS OF THE DEIST DRAGOONS	DEISTICAVERN IF.
	A KEEPSAKE FROM SCOTTLIT ALLO THE PART TO VIEW THE WORLD WAY	RECEIVED FROM PRINCE SCOTE IN THE PRINCE SCOTE IN THE
WCRAFT	CARRIES PASSENGERS ACROSS DEEP SNOW	SEMITIFIALLS BY HIDDEN ROOM AFTER JOSEF JOINSTHE PARTY.
INFIRE	ETERNALLY BLAZING FLAM ETAKEN FROM THEIS IN	TAKENSFROM CASTLE KASTION AFTER FINDING EGILS TORCH
HITE MASK	AN ANCIENT MASK	CASTLE FYNNIS HIDDENIAREAS ON FLOOR BS
NO DRAKE	THE L'AST WIND DRAKE JUSE TO CAST BLAZE 7 IN BATTLE	RECEIVED IN CASTU FYNN SIMIRROR ROOM, AFTER THE APPEARANCE OF THE CYCLONE.

SPELLS

The spells throughout Final Fantusy II are divided into two categories: Black Magic and White Magic. Black Magic is mostly offensive or combative in nature. This category contains the various elemental attack spells, spells to enhance the attacking strengths of the party, spells to transform or paralyze the enemy, and so on. White Magic is comprised mostly of defensive spells, such as spells of healing, spells to protect your party members, and eventually a few spells that call upon holy powers to smite foes. Aside from the division into Black Magic and White Magic, the spells are also divided into different families. These families are used in conjunction with monster weaknesses (see the "Bestiary" section for more details).

Unlike later games in this series, there are not multiple spells that give the same general effect at different levels. Instead, spells increases in proficiency as its caster uses it, increasing in both potency and MP cost. The level of the spell equals the MP used to cast it. When a spell is at a higher level of proficiency, it can only be cast at that level. For this reason, keep the same spell available to different characters at different proficiency levels.

NAME	FAZE
FAMILY	SPIRIT
SCROLL PRICE	1500
EFFECT	REDUCES A TARGET'S MP
LEVEL-UP EFFECT	GREATER CHANCE OF SUCCESS; MORE MP REDUCED.



The screenshot on the left shows the spell effects against one target.

The screenshot on the right shows the spell effects against multiple targets.

If Family is a -, then the spell does not have a family affiliation.

If **Scroll Price** is a -, then the spell must be found in a treasure chest or it is dropped by an enemy.

NAME FAMILY SCROLL PRICE EFFECT

LEVEL-UP EFFECT

BARRIER -

8000

PROTECTS AGAINST SPECIAL ATTACKS.
ACCURACY AND PROTECTION INCREASE.



NAME FAMILY SCROLL PRICE EFFECT LEVEL-UP EFFECT BLINK

400

CLONES A CHARACTER'S IMAGE, BOOSTS EVASION.

GREATER CHANCE OF SUCCESS



NAME FAMILY SCROLL PRICE

EFFECT LEVEL-UP EFFECT DISPEL

3000

REMOVES BENEFICIAL SPELL EFFECTS FROM A TARGET.

GREATER CHANCE OF SUCCESS.



NAME FAMILY SCROLL PRICE

EFFECT LEVEL-UP EFFECT FAZE SPIRIT

REDUCES A TARGET'S MP

GREATER CHANCE OF SUCCESS; MORE MP REDUCED.



NAME FAMILY SCROLL PRICE EFFECT

LEVEL-UP EFFECT

FOG SPIRIT 3000

INFLICTS AMNESIA ON A TARGET'S MIND GREATER CHANCE OF SUCCESS.



NAME FAMILY SCROLL PRICE EFFECT LEVEL-UP EFFECT

BASUNA -

800

REMOVES TEMPORARY STATUS EFFECTS
DIFFERENT TEMPORARY STATUS EFFECTS CAN BE REMOVED,
MORE LIKELY TO SUCCEED WHEN CAST III BATTLE



NAME FAMILY SCROLL PRICE EFFECT

EFFECT LEVEL-UP EFFECT CURE 200

RESTORES HP.
MORE HP RESTORED PER CAST.



NAME FAMILY SCROLL PRICE EFFECT LEVEL-UP EFFECT ESUNA --800

REMOVES PERMANENT STATUS EFFECTS
DIFFERENT STATUS EFFECTS CAN BE REMOVED, MORE LIKELY 10
SUCCEED WHEN CAST IN BATTLE



NAME
FAMILY
SCROLL PRICE
EFFECT
LEVEL-UP EFFECT

PARALYZE 800 CAUSES TARGET TO FLEE. GREATER CHANCE OF SUCCESS.



NAME
FAMILY
SCROLL PRICE
EFFECT
LEVEL-UP EFFECT

HOLY -

BEASTS TARGET WITH HOLY LIGHT.
GREATER AMOUNT OF DAMAGE INFLICTED



SCROLL PRICE EFFECT LEVEL-UP EFFECT

LIFE 1500

> **REVIVES A CHARACTER FROM KO STATUS** CHARACTER REVIVED WITH MORE HP.



NAME FAMILY SCROLL PRICE

LEVEL-UP EFFECT

EFFECT

BOOSTS MAGIC DEFENSE.

GREATER CHANCE OF SUCCESS; INCREASE IN MAGIC DEFENSE

400

SHELL



FAMILY SCROLL PRICE

EFFECT LEVEL-UP EFFECT SILENCE PARALYZE

SILENCES TARGET. **GREATER CHANCE OF SUCCESS**

FAMILY SCHOLL PRICE LEVEL-UP EFFECT SWAP METAMORPH

SWITCHES HP AND MP WITH TARGET. **GREATER CHANCE OF SUCCESS.**



SAMILY SCROLL PRICE EFFECT LEVEL-UP EFFECT WALL

BOOSTS DEFENSE AGAINST BLACK MAGIC.

GREATER CHANCE OF SUCCESS; INCREASE IN MAGIC **DEFENSE VALUE**



FAMILY SCROLL PRICE EFFECT LEVEL-UP EFFECT MINI METAMORPH SHRINKS TARGET. **GREATER CHANCE OF SUCCESS.**



NAME FAMILY **SCROLL PRICE EFFECT** LEVEL-UP EFFECT

SHIELD

BOOSTS DEFENSE WITH A MAGIC SHIELD.

GREATER CHANCE OF SUCCESS; INCREASE IN DEFENSE VALUE.



NAME **FAMILY** SCROLL PRICE EFFECT

SLOW PARALYZE 3000

SLOWS TARGET, REDUCING ATTACKS (AND THUS DAMAGE RECEIVED BY THE CHARACTERS IN BATTLE).

LEVEL-UP EFFECT

GREATER CHANCE OF SUCCESS; DECREASE IN OPPONENT'S



NAME FAMILY SCROLL PRICE EFFECT

LEVEL-UP EFFECT

ULTIMA

THE WRATH OF THE ANCIENTS—THE MOST POWERFUL SPELL. DAMAGES THE OPPONENT WITH HOLY ENERGY. GREATER AMOUNT OF DAMAGE INFLICTED PER CAST.



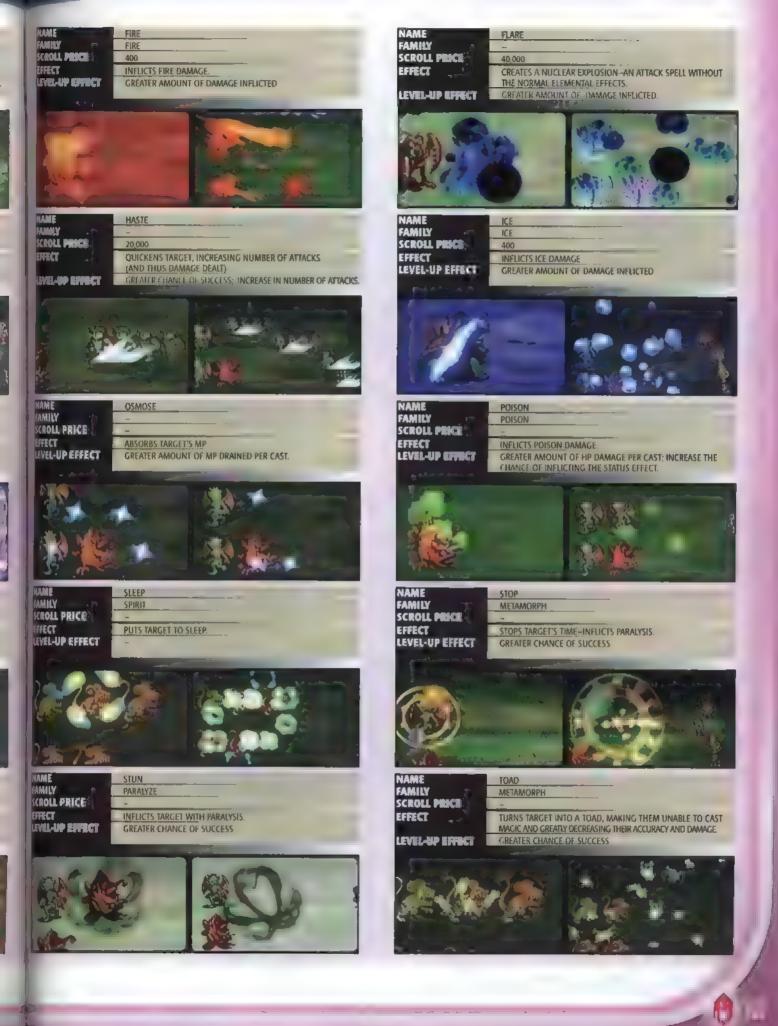
NAME FAMILY **SCROLL PRICE EFFECT**

WARPS A PARTY OUT OF A DUNGEON; REDUCES CASTER'S HP. IN COMBAT, CAN WARP A TARGET OUT OF THE FIGHT. **GREATER CHANCE OF SUCCESS IN COMBAT.**





N. Fr Si El



CHAPTER 1 THE ADVENTURE BEGINS



Fight a futile battle against the Black Knights.



Join the rebellion and talk to the townspeople.



Visit Gatrea to find your way to Fynn.





Make your way to Fynn in search of Leon.



Find and speak to the injured man before returning to Altair.

ALTAIR



CHAPTER 1

Shop List

Ministra	Αı	ı M	o	R	S	Н	Q J	2	
Item							Cos	t	
Buckler			_*.				50	. %.	
Leather	Cap						80		
Shirt					- -		20	1000	2
Leather	Glov	/es					50		

WEAPON	Sнор
Item	Cost
Exnife	150
Staff	250
Elavelin	300
Broadsword	400

ITEM SH	OP
Item	Cost
Potion	50
<u>Hi-Potion</u>	500
Eye Drops	100
Antidote	200
<u>ECross</u>	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
! Cottage	5000
Elixir	50000

MAGIC SHO	ОР
n	Cost
Scroll	400
t Scroll .	400
Scroll	400
re Scroll	200
t Scroll Scroll	400 400 400 200

THE THREE SHOPKEEPERS

At the officers from the same

m the order that the merchants see high beat all to the

Altair/Gatrea Area Encounters

NAME	НР	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL	
GOBLIN				17 4	NONE		6-50	
HORNET					ENONES		3725	
STRANGLER	6		0		NONE		3-25	

The enemies in the first leg of your journey are weak and should be no problem, especially with Cure handy Watch out to the venomous sting of the Hornet. The poison does a small amount of HP damage each turn, and weats off after the battle is done, but if the fight lasts for too many rounds the damage adds up quickly. Cast Cure as necessary, saving the Potion you picked up as a last resort.

SHOPPING RECOMMENDATIONS

Equipment and Items

The party starts out underpowered and needs as much defense as possible. Shields are the better option until the party gets stronger. Buy a Buckler for Gus. Maria's bow requires both hands, but it allows her to attack from the rear row and avoid most normal attacks, so a shield is less useful for her. Pick up Leather Gloves for each member of your still-vulnerable party.

Shopping Recommendations

Magic

As (ar as magic goes, start using it as soon as possible to build up skill and magic levels. The three Black Magic spells (Fire, Bolt, and Ice) are too costly at the moment. After buying the buckler and gloves, there should be just enough for the more important Oase Scroll

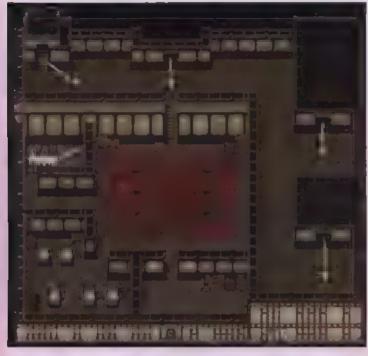
After earning enough Gil for a second scroll, consider that the first two scrolls found in future locations are the Fire Scroll and Ice Scroll, if you wish to be patient and wait for the two others, go with Bold.

PAINFUL BEGINNINGS

The story opens with a group of four travelers fleeing from soldiers of the Empire after their hometown was destroyed. Firion, along with his adopted siblings Maria and Leon, and their childhood friend Gus are trying to find a place of safety.

Although you have control of your group for this brief fight, there is no way that you can win. The enemies are far too powerful, and any attempts to flee the battle will fail. The fight ends quickly and painfully, with your entire party being knocked out and left for dead.







When Firion comes to he finds that he has been rescued by the rebellion, led in name by the rightful king and in reality by his daughter, Princess Hilda. Mario and Gus were found injunctional alongside Firion, but Leve was nowhere to be found.

TO JOIN A REBELLION



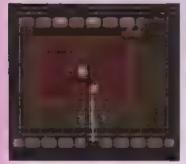
After recovering from the nearly fatal encounter, the group, minus Leon, reunites automatically enters the throne room and approaches Princess Hilda. Here, you quickly learn of the rebels precarious situation. Your young characters are not yet trusted as capable fighters by

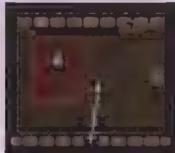
the rebellion, but you are told that you may stay in the town so long as you know the secret code.

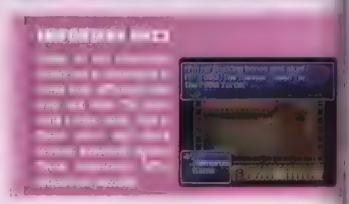
Speak to Hilda again when you get control of your party. This is your first chance to use the Word Memory System. Hilda tells you that the password is Wild Rose, with the keyword displayed in red. Select Memorize from the menu displayed at the bottom left of the screen, then select Wild Rose from the text. Use the Ask option to repeat the keyword back to Hilda, who suggests that Leon may be held in Fynn, providing the name of the next destination. If you choose, you can also repeat the keyword to Mindu—the white mage standing beside the throne—and to the characters Gordon. Pavel and Tobul within the town to see their reactions.













Speak to all of the rebels and townspeople and pick up the Potion from the chest in the west side of the rebel head-quarters. A helpful old man hints that Fynn is past Gatrea, to the north.



PREPARING FOR BATTLE

Before you go anywhere, take stock of your possessions. The various shops in town sell important items for your journey, although you are low on cash (called Gil) and cannot afford much at the start.

Effon begins equipped with a sword and shield, Maria wields a bow, and Gus uses an axe. While any character can develop skill with any weapon by using it, the default weapons for each character are as good as any, and allow you to experiment with different weapon types as you meet new characters throughout the game.





Buying equipment leaves you with no money at all, but this isn't a concern at the moment. You quickly gain enough money to at least stay at the Inns, and most of the items sold at the item shop are used to cure status ailments that you won't see for a while. The Cure spell and Potion from the headquarters provide healing. Just remember to equip the Potion into one of your characters' equipment slots so that it's available in battle if necessary.

Use the Cure Scroll on the character that you wish to wield White Magic throughout the game. These three characters begin with a Spirit of 10. Gus, with his higher starting strength, is better at concentrating on straight fighting for now. Maria's higher intelligence and low strength makes her the logical Black Magic candidate, leaving Firion as the obvious choice for White Magic.

Start Maria (or your chosen character) on the road to black magehood as soon as possible. Before striking out for a new city, linger around Altair until you can raise your characters' abilities a bit and gather enough Gil for a scroll. If you have the money to spare after a bit of extra fighting and magic purchases, consider picking up headgear for your travelers as well.





If you're lucky enough to fight enemies with their maximum Gil, getting a Black Magic spell won't take long.

GATREA

Gatrea List

ARMOI	R S н о Р
Item	Cost
Buckler	50
Leather Cap	80
Leather Armor	100
Leather Gloves	50

WEAP C	N SHOP
Item	Cost
Javelin	300
Broadsword	400
Axe	500
Bow	150

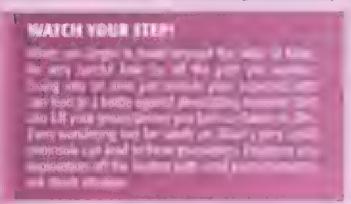
1 TEM	SHOP
Item	Cost
Potion	50
Hi-Potion	500
Eve Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

Weapons and Items In Gatrea, the items for sale are the essentially the same as Altair, but with a few improvements like the Leather Armor. If you have some extra Gil burning a hole in your pocket, feel free to spend them on upgrades to your equipment. Just remember your weapon skills and formation before you stant replacing everyone's weapons with completely new types of weapons in each town!



TRAVELLING TO GATREA

Gatrea is the nearest village to the north. After letting your characters grow a bit stronger around Altair, rest at the Inn and head north. You can go either way around the river, crossing over the bridge just north of Altair or walking alongside the river, crossing over just a bit later to the north instead. Gatrea sits within a clearing surrounded by trees.



Asking around the town reveals that Fynn is across the small lake to the north. There are also rumors of the pub forced to stay



open on the outskirts of the town. A pub with a sympathetic barkeeper seems like a reasonable place to start a search. It's time to head out once again, this time for Fynn. Make certain the party is well rested and prepared, as you cannot rest to head at the Inn at your destination. You must return to Gatrea if you need to recover.

FYNN





Fynn Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL	
CAPTAIN	750	50	- 50		NONE	and the same	200-300	
COBLIN					NONE	_	0.4	
HORNE	11				INONE		16 4 4	
LOPER					INON	-	25年	
STRANGLER	6	4	U		NONE		3-25	

the Loper that turns up inside Lynn's walls is difficult to beat, but shows up rarely and is not truly dangerous. The Captain is another story—fighting one of these is instant death, and it is included in this list only for the sake of completion. You only fight a Captain if you are careless enough to talk to an Empire soldier inside the town or pub.

UNDER THE EMPEROR'S THUMB

Mountains block the eastern side of the lake, so head west from Gatrea across the bridge to reach Fynn. Follow the border of the lake west and north, then back east, and you will soon reach the walled city and castle. Go through the southern opening in the wall, then off to either side to enter the town.



As you wander through Fynn, note that the Empire's soldiers guard the entire city, at least from humans. Monsters wander freely, and you may be attacked randomly within the city walls. The soldiers do not bother you if you ignore them, but

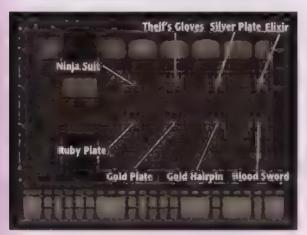
trying to speak to one begins a fight with a Captain, which at this stage is dangerous. Some of the buildings are blocked off, and the shops that are not guarded are deserted, so you don't have a chance to upgrade equipment or rest at the Inn while you visit this town.



To reach the pub, head north through the town, weaving your way between buildings and around soldiers while speaking to no one. Go north through an opening between a fence and some trees, then head east along the outer border of the city. Don't step any further than necessary outside of the city's borders, or you will leave the town map altogether. As soon as you reach the eastern wall, head south until you reach the pub.







Enter the pub and continue avoiding the soldiers. Go behind the bar and speak to the bartender. He complains about your rudeness, but use the keyword Wild Rose on him and he quickly takes you into his confidence. He tells you of an injured soldier that he's tending to and hiding. After he moves, go through the hidden entrance and along the passageway to a cozy room away from the Empire's prying eyes. Help yourself to the **Potions** within the three chests inside the room and remember to equip them for use in battle.





Although your hopes may have risen briefly upon hearing of an injured man, your hopes are quickly dashed away once you meet

him. The man is not Maria's brother, but is instead Prince Scott of Kas'ion. He is the brother of Gordon, who you met back in Altair. Although Scott in dying, he gives you messages to convey to the rebels, along with his **Ring**, the first event item. So while you may not have found Leon, your trip to Fynn was not in vain.

Now it's time to return to Altair and report. Head back up the passage to the pub and then back outside. Retrace your route back around the lake to Gatrea and then back down to Altair.



CHAPTER 2 THE MYSTIC ORE



Report to the rebellion and acquire your next objective.



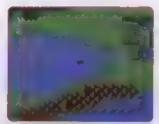
fravel from Poft to Salamand to weak to Josef.



Recruit Mindu into your party and acquire the Canoe.



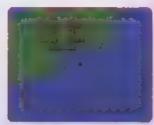
Rescue the enslaved townspeople from the Semitt Falls mine.



Head to Paloom across the lake using the Canoe.



Defeat the Sergeant and collect the Mythril.



Take the ferry across the ocean to Poft.



Return the Mythril to Altair to create better weapons.

A SAD RETURN

Upon your return to Altair you have the sad duty of reporting Prince Scott's death to various people. If you like, use the Ring as an Event Item in the Word Memory System to see the reaction of Gordon to his brother's demise. Your main task is to report back to the Princess.





Return to Hilda's throne room and speak to her. Use the Ring when the Keyword Menu comes

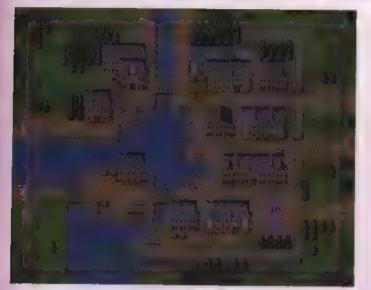
up, and she immediately recognizes it. After the report of Scott's death, the Princess realizes your worth, and tells you of the rebellion's most pressing need—the need for the enchanted metal Mythril, used to make fine weapons and armor that the rebellion must have in order to successfully fight the Empire.

Memorize the keyword Mythril from the Princess, and immediately ask her about it. She tells you of the man in Salamand named Josef, and asks Mindu to accompany you. Speaking to Mindu immediately afterward brings him into your party, along with his Canoe, which allows you to travel along shallow waters such as rivers and lakes with ease.

If you speak to the Princess once more after recruiting Mindu, she tells you about the mighty **Dreadnought** being built by the Empire in Bafsk. Memorize this keyword, then ask her about it. This allows you to memorize the keyword **Airship**. Asking Hilda about the Airship earns you your first mention of Cid, and a bit of his story. If you stop by the King's chambers you find that he's willing to talk to you a bit more now, and he also triggers the Word Memory System menu. Asking him about keywords provides a few tidbits of back-story.

Once again the old man inside the rebel throne room has a hint about your destination. You must find a ship to take you there from the eastern port of Paloom, but that town cannot be reached on foot. A man in the lower part of the headquarters gives you more information on this subject. Use the Canoe to cross the lake and reach Paloom.

PALOOM



CLEAR CANOEING

Not only does the Canoe et you cross at the other-wise unreachable least side of the lake, out a you use at the travel along the water you won't be drawn into any random encounters with enemies.



Shop List

ARMOR	SHOR.
Item	Cost
Bronze Shield	200
Bronze Helm	200
Copper Plate	200
Bronze Gloves	300

	Wε	APC	И	Sн	O.P.,	
Item					Cost	
Dagger	型	-	100		400	E.
Mace					500	
Axe					500	100mberry
Bow					150	

ITEM SH	O P
Item	Cost
Potion	50
Hi-Potion	500
Evel Props	100
Antidote	200
ECross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50,000

MAC	стс внов
Item	Cost
Cure Scroll	200
Blink Scroll	400
Shield Scroll	400
Shell Scroll	400

SHOPPING RECOMMENDATIONS

Equipment and Items

Fight a few enemies around Paloom's forest to earn few extra Gil. Prices are steep enough that you probably can't buy all that you want for now. Don't worry about the weapons shop for now—the marc is a trice weapon for Mindu to replace his current staff, but armor and spells are a higher prior ity. Copper Plate is a nice buy for everyone, as it gives a larger boost to defense for less Gil. If you have money to spare, buy a few items for Mindu, or upgrade the equipment of your other white magician since they are the ones casting healing magic.

SHOPPING RECOMMENDATIONS

Magic

Buying at least one new spell is a good idea, so that your white mage can start working on gaining proficiency. Blink, which makes you harder to hit, is a nice option. Just remember to save up enough. Gil to rest at the Inn if need be, and to pay the 32 Gil fee for the ship.

Paloom Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BLOODSUCKE	R 20			- yī'.	NONE	451	3-12
COBLIN	+ +		10	-	NONE		6-50
CONTRACT	125/18	100		199	NONE		6-50
HORNET					NONE		3-25
LOPER	F 1			\$19 <u></u>	NONE 2		3-25
STRANGLER	6	4	0		NONE		3-25

Since you take a cause to Paloom, then take a ship directly to Poft from here, the only chance you have to fight the enemies around the outskirts of town is if you go out of your way to wander around the area for a while. This is a good idea, since the new enemics are not much more dangerous. Plus, they add to your Collection data, improve your party's strength before you take your first dungeon, and give you more Gil to buy the new equipment in the Paloom shops.

MINDU

panion. Mindu uses White Magic and a much stron.

His night HP make him hard or kill and his Cure and the land of your party that dies—so one as he has the MP.

Review his spells when his joins your moup and chapter of the guide to more specific information on the Swap spell. Mindu a so much stronger than your enemising swap may end up decreasing in the control of the swap spell will be seen that you enemisted the swap may end up decreasing in the control of the swap may end up decreasing in the control of the swap may end up decreasing in the control of the swap may end up decreasing in the control of the swap may end up decreasing in the control of the swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap may end up decreasing in the control of the swap swap was a swap with the control of the swap swap was a swap with the control of the swap swap was a swap with the control of the swap swap was a swap with the control of the swap was a swap was a swap with the control of the swap was a swap wa

Although he a strong, Mindu still does in have ball ball by a buckler during and possibly a buckler during a seas you've been to so the



ACROSS THE LAKE

When you leave Altair this time, head directly north to the lake and onto the water itself. Your party automatically boards the canoe as you step into the area of shallow water. Head east to a walled city with a ship in front at the dock. This is Paloom, your



destination. Step onto the land and either go directly into town, or wander around the nearby northern forest a bit to fight a few of the new enemies.

MINDU'S MAGIC While in many cases you want the possible while whiting, in Mindu's MP. Have him the possible was a possible while with the possible with the possible was a possible while white was a possible white was a possible white white was a possible was a possible white was a possible was a possi

While the ferry that you need to take is immediately inside Paloom's entrance, go further into the town first to rest at the Inn and do some shopping.

Once you have fought to your heart's content, stocked up a bit, and rested, pay the man at the town's entrance 32 Gil. Then exit the town and move directly south onto the ship at the dock. As soon as you step on board, the ship sails directly to Poft and leaves you standing at its entrance.



Poft Shops

ARMOR	Sнов
Item	Cost
Bronze Shield	200
Bronze Helm	200
Copper Plate	200
Bronze Gloves	300

WEAPON	SHOP
Item	Cost
Dagger	400
Mace	500
Axe	500
Bow	150

ITEM S	HOP
Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
1 Cottage	5000
Elixir	50000

MAGIC	SHOP
Item	Cost
1 Cure Scroll	200
Blink Scroll	400
Shield Scroll	400
Shell Scroll	400





SEA ACROSS THE

If you need to return to Paloom, speak to the man at Poft's entrance, and go through the same procedure you used previously to take the ferry from Paloom to Poft. For now, set out on the remainder of your journey to Salamand. Asking around town gives you the general location of Salamand to the north, as well as the location of Bafsk to the east. Checking in the pub also uncovers a welcome surprise. Cid, the airship owner that Princess Hilda told you about, has set up an airship service out of Poft to various locations—for a price, naturally.

If you have some extra Gil, you could take the airship to Bafsk for 100 Gil to do some shopping in their improved shops (better than those in Poft but not as good as those in Salamand), then walk the short distance back around the mountains to Poft. Or for that matter your characters Bafsk is identifiable by the large ba can simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening tleship being built by the empirical simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening tleship being built by the empirical simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening tleship being built by the empirical simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening tleship being built by the empirical simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening tleship being built by the empirical simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening tleship being built by the empirical simply walk around the mountains to reach Bafsk, saving the 100 Gil and strengthening tleship being built by the empirical simply walk around the mountains of the 100 Gil and strengthening the 100 Gil and 100 Gil your characters.



Northwest of town.

Whether you visit Bafsk in between or not, you still have the choice of taking the Airship to Salamand, or making the trek on foot. As the Airship costs precious Gil and your characters can use more strength before tade ling their next task, your best choice is to make the hike.

SALAMAND

Salamand Shops

AR	MOR	SHOR
Item		Cost
Bronze Shield	d	200 €
_Bronze Helm		200
PBronze Mail		400
Bronze Glove	25	300

WEAPON	SHOP
Item	Cost
Mace	500
Long Sword	600
Battle Axe	800
langhow	250

ITEM SE	I O P
Item	Cost
Potion	50
Hi-Potion	500
DEye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Cold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000 🧊
Elixir	50000

MAGIC	S. H. O. P.
Item	Çost
Life Scroll	1500
Faze Scroll	1500
Banish Scroll	1500
Warp Scroll	1500

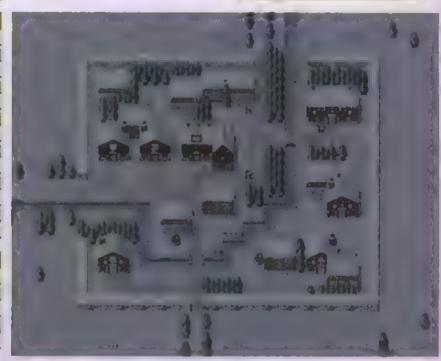
Shorping Recommendations Equipment and Items

There are improved weapons for everyone in your group, assuming you kept the default weapon types. If you have not yet improved all of your annor, the armor here is the same as in the previous two towns. The unity exception is the Bronze Mail, which is as useful as the Copper Plate but twice as costly.

Shopping Recommendations

Magic

There are nice but expensive spells in the magic shop.
Life, especially, is a must. Warp and Banish allow you
to leave a dungeon or move back to the previous
dungeon level respectively. Hold off on buying a
Warp Scroll until you see what the future has in store
(or in a dungeon). Since you probably don't have
nearly enough Gil for all that the shops have to offer,
consider making a few trips back from the mine as
you collect Gil from enemies and chests



Salamand Area Encounters

NAME	НР	ATK	DEF	M.DEF	WEAKNESSES	RANK	GJL	
EGODSUCKE	P 20				NONE		3,12	
TOTAL PROPERTY.					HONE	-	AND THE	1
GERMAN		-	-	-	NON:			
HERRISA	OF PERSONS			-00	MONE		1,5%	
I Chaile					HONE		16.2	
GODENNE S	100				KONE		303	
STRANGLER	6	4	U	T	NONE		3-25	

The enemies here are much the same as in Paloom. You did not need to fight them upon your arrival in Pott, but unless you pay to take the airship you face them as you head out to Salamand. Just be cautions of the Queen Bees—she inflicts Poison—such her attack, worse than the Venoni of her smaller subjects.



Salamand is actually northwest of Poft. Head north to the mountain range, then west along the southern edge of the mountains and you soon reach your destination—use the World Map you think you may be lost.

As you arrive in the town you quickly learn not only of the Mythril being mined above Semitt Falls, but also of the town's male population being

used as slave labor in this same mine. Enter the house in the northeast part of town and speak to Josef inside, where you'll quickly learn more. When you speak to him and see the keyword menu, ask him about Mythril. Before he tells you of the metal, he wants you to prove yourselves by rescuing the townspeople—all in a day's work for heroes like yourselves!





It looks like you must help out the enslaved townspeople before finding the metal you need.

Even heroes need to rest up and improve their equipment before heading out to complete such a dangerous task. This town sells quite a few things that you should buy as soon as you earn the Gil.

SEMMIT FALLS

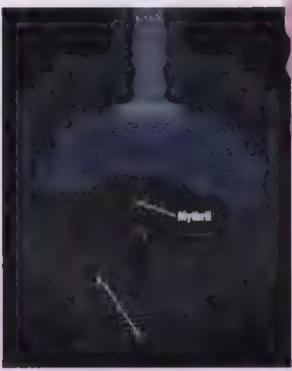












ITEMS FOUND

Eye Drops

Potion(X2)

Fire Scroll

Warp Scroll

Mythril

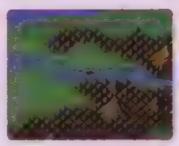
MINE PRISONERS THE

To get to Semitt Mine, head west from Salamand between the ranges of gray and brown mountains. Follow the brown mountains west until you can go south along their border then use the canoe to follow the river back east. When you come to a lake just above a waterfall, guide the canoe onto the small bit of land between the lake and mountains to the east, and enter the small opening in one of the mountains. This is the Semitt Falls Mine, and your first real challenge.



Inside the mine itself, the first room to the north contains something that may at first look like the Mythril. This is not the case; it's just a shiny rock. Perhaps it has some purpose, but none that you can fathom for the moment. Instead go past this

room and down to the first fork in your path. Go west and follow the path to reach a chest with 10 Gil.





You may miss the mine's entrance at first glance, but just look right above the falls to find the door.

Semitt Falls Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BLOODSUCKI	R 20:	~ :4:	101		NONE		3:12
GOBLIN	6.	24	0	0	NON		350
GOBLIN GUA	RD 10	E4	- 0		NONE		
HORNET	6	74	0:		NONE		1000
QUEEN BEE	30.	9	4		NONE		
SASQUATCH	20	34	0		NONE		
SOLDIER	45	- 4	9	7	NONE		6-50

The enemies in the field on the way to the mine are beginning to get tougher, and they show up in larger groups. Soldiers an especially tough customers, with high HP and attack power. The Goblin Guards and Soldiers have an "Arrows" attack that can reach even your back row, so beware of that. You also start to pick up more and more items from defeated foes.

Semitt Falls Mine Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BALLOON	20	-91	4-		FIRE, BOLT		3-25
GOBLIN	6	[49]			NONE		6-50
GOBLIN GUAR		4!			NON		6-50
GREEN SLIME	10	43	200	3-	FIRE, ICE	-	3:25
LOPER	-	9:		j j	NON		野科
SASQUATE	20	47			NONE		6-50
SOLDIER	45	174	- 8		1.169,141		6.50
ZOMBIE	30	17	0	7	FIRE		6-50

Inside the mines, the enemies are much the same. The Green Slime in a different story. It is extremely hard to damage with anything except unique. It is also very rare. Look for it in the lower level areas of the map to add it to your Collection. He Zombie is also a tough customer, but only shows up in a few special rooms scattered throughout the mines.





Return to the fork and go east, then directly south alongside the hole in the floor, and head east again to reach a better treasure chest, one containing 200 Gil. Directly across the mine to the west from this chest is the staircase leading down to level 2.

The first section of level 2 is flooded, but don't let that worry you. Wade through the water and go through the mine tunnels to the northwest to find a chest containing Eye Drops, handy for if you become blinded later. Leave this chamber and take the next watery tunnel to the northeast to another chest with a Potion. Following the tunnel systems back to the south then to the east brings you to another chest with another Potion, before a bit more wading brings you to four doorways.

The first doorway on the left leads to the stairs down to Bi If you care to explore a bit more, the next three doorway lead into rooms with a greatly raised encounter rate—a type of room that is common to many of the dungeons you explore later on. Here you may also encounter the Zombia that are not found elsewhere in the mine.



After going into the left room and stepping down to B3, go directly south to reach a chest with 1 Gil. Returning to the path and following it west and north brings you to a small junction. Go east from here and you can enter another of the special encounter rooms if you wish. To the west, cross a bridge to a treasure chest holding 50 Gil, a better find than the previous chest.



West from the previous junction are another three rooms. The two on the right are more encounter rooms, while the one to the left holds the slaves taken from Salamand. Enter the slaves' room and speak to Pavel, standing up in the right corner of the mine. Standing next to him is Molly. Josef's daughter, who in being used as a hostage for losef's good behavior. Pavel suggests that you distract the guards (by doing whatever it was that you had intended to do in the first place), allowing Pavel to lead the slaves back out into freedom.

If you have not yet returned to Salamand to rest and buy more of the better equipment, this may be a good time to do so.

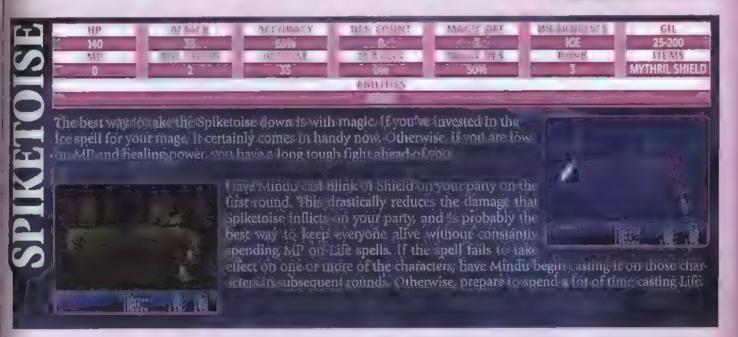
Otherwise, head down the staircase in the southeast corner of the room to continue to the tourth floor of the mines in search of the Mythril. If you do return to town to rest, try to save up your characters' MP on your return trip and throughout the final bit of mines to the goal. There are two tough fights waiting ahead, and you need all the magic you can get.

BOTTOM MINES H E OF THE

as you move into the fourth floor of the mines, go directly north across a bridge to find a Fire If you return to town at this point, Scroll in a chest. Use this handy scroll on your Black Magic user if they don't already have the you find Josef much more helpful. spell, to give yourself more choice against various monsters weak against the elements. Walking east from the top of the previous bridge brings you to a junction of four more bridges. The north bridge takes you along a twisting tunnel to the down stairs to the final floor, while the others are unimportant.

as you head down the stairs to the fifth floor, the boss for the floor is to the north and in the moon to the left. You may wish to face him immediately, in order to make certain you have enough power left to win any more random battles or the second tough fight on the floor. If you want to save him for last, head directly west across the bridge instead. Follow the tunnel as If curves north and east, ignoring the first room to your left, and you eventually come to a reasure chest. This chest holds a valuable Warp Scroll, but it also conceals a very tough monster acting as guardian that you must defeat in order to claim your prize—and keep your lives.





Meanwhile, as long as you have MP left (and still have a few to save for the Sergeant fight if you haven't fought him yet), cast Ice, which is Spiketoise's weakness If you don't have Ice available, any other spell will do in a pinch, the higher-level the better. Three or four rounds of another level attack spell should still take the monster down with more rounds needed for a first level spell.

only thing you can do is keep attacking with your party and have Mindu and any other characters with Cure keep your party's HP healed; casting Life if it becomes necessary. The Spiketoise is hard to damage at all but every so often a critical hit does a good 15 or more damage.





As a last resort, you can attempt to have Mindu cast Warp and hope that it works against the foe before you take too much damage in run out of HP. Once you do win the battle, don't forget to use the Warp scroll on your party's White Magic-user. This spell comes in very handy throughout the rest of the game! If you are especially lucky, you may even get an item from the Spiketoise as an extra reward.

The Mythril ore that the resistance movement needs is unfortunately guarded very carefully by one of the Empire's Sergeants. When you are ready for the fight, return to where you entered the floor and head north. Enter the left doorway, and you find the enemy blocking the way to a chest in the room behind him. Make certain your characters are fully equipped with potions and Mindu's Ether if you haven't used it. You may also wish to move one of your white mages to the rear formation, allowing them to cast Life and Cure from relative safety. Of course, the Sergeant can attack using Arrows so this safety is not complete, but he tends to prefer physical attacks. When everything is ready, save to your Memo File, then approach the enemy and speak to him. He immediately attacks, as he is not about to let you make off with the precious Mythril.





DEE COUNT ITENS MP ABILITIES

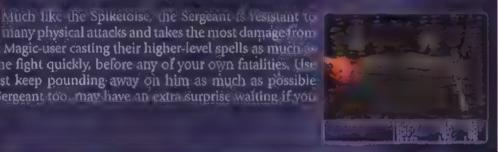
Prepare yourself for having your party members knocked unconscious at least a cou ple times during this fight. The Sergeant hits very hard, and doesn't let up. Once in while he varies his attack with an Arrow attack that can hit even your rear-formadion characters, so be prepared for the worst. The strategy for the fight is simple—try to protect your characters as much as possible and cast Cure and Life as much as nec essary to keep your party going, while pumping your black mage's remaining MP directly into damaging spells





spend your opening round trying in protect your party Cast Blink and Shield, and hope that they affect as many characters as possible if they do take effect on your front-line characters, you may manage to get through the fight without the Sergeant landing many blows of doing his maximum damage, thus keep everyone alive. If enough characters are not protected after the first round, spend any spare moments not healing or reviving to protect vour characters further.

many physical attacks and takes the most damage from spells. Try to keep your Black Magic-user casting their higher-level spells as much as possible, and you may end the fight quickly, before any of your own fatalities. Use the Ether if need be, and just keep pounding away on him as much as possible between various spells. The Sergeant too may have an extra surprise waiting if you are lucky





Once you have defeated the Sergeant, nothing stands between you and the Mythril needed to make better weapons for the rebellion. Take it from its chest, and leave the mines either the long way back if you have the strength or, more likely, use the Warp spell to take your spent party directly to the surface.

You likely need to stop at Salamand on your way back simply to rest, and while you are there you can stop in on losef and his daughter to see them reunited if you haven't been back to town after freeing the slaves. Your true objective now lies back in Altair



however, where they are waiting for the precious metal you now carry. Make your way back the way you came, from Mamand to Poft, by ship back to Paloom, and from there across the lake via canoe back to Altair, picking up any more equipment or spells that you still need along the way.



CHAPTER 3 TO DESTROY THE DREADNOUGHT



Return the Mythril to Tobul in Altair to unlock new equipment.



Head to Bafsk to meet with the rebellion's agent.





Explore the Bafsk Caves to sneak into the Dreadnought to destroy it.

ALTAIR	WEAPON SHOP ADDITIONS
<u>item</u>	Cost
Mythril Knife	800
Mythril Mace	1500
Mythril Spear	1500
Mythril Sword	1800

ALTAIR AF	MOR SHOP ADDITIONS
Item	Cost
Mythril Shield	500
Mythril Helm	300
Mythril Mail	1000
Mythril Gloves	800

Of the towns visited so far, only Paloom and Poft have added to their stock with the arrival of the Mythril. Their new stock is as follows:

Pearle	DOM: AND POUT
WEAPON	SHOP ADDITIONS
	Cost
Mythril Spear	1500
Mythril Sword	1800
Mythril Axe	2000
Mythril Bow	1000



NEW EQUIPMENT AND A NEW TASK



Upon returning to Altair, take the Mythril to Tobul, the old man standing within the town's weapon shop. Speak to him, and use the Mythril as an item when the Word Memory System menu pops up. He gleefully accepts the metal and heads directly to

his forge. From now on, various towns including Altair can sell you the strong Mythril equipment as well as the more formal kind.

Now that the rebellion has the Mythril needed to create better weapons and armor, the focus is on the fearsome airship known as the Dreadnought, currently being built in Bafsk. This ship could turn the tides of war vastly in favor of the Empire if completed, and the Princess wants you to try to infiltrate and destroy it. Luckily, as the Princess tells you if you ask her again about the Dreadnought, one of the agents within Bafsk has found an entrance to the ship. It is your job to go to Bafsk and meet with him in order to destroy the Empire's creation.



Just head north and east from Poft and you soon find your way.

As you learned earlier in your travels, the town of Bafsk is to the east of Poft, around some mountains. When you have finished shopping for new equipment, make the trek back the way you just came, to Paloom and Poft, this time either taking the 100 gil airship journey to Bafsk from Poft, or walking north and

east around the mountains. If you make the short trip on foot don't worry—the monsters between the two towns are the same easy foes as those between Poft and Salamand, so you are in no danger.



BAFSK

BAESK

Bafsk Shops

ARMOR	Sнов
Item	Cost
Bronze Shield	200
Bronze Helm	200
Silver Plate	400
Bronze Gloves	300

WEAPON	SHOP
Item	Cost
Dagger	400
Spear	500
Long Sword	600
Longbow	250

ITEM SHO	P
Item	Cost
Potion	50
Hi-Potion Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

MAGIC	SHOP
Item	Cost
TFear Scroll	800
Basuna Scroll	800
Esuna Scroll	800
Silence Scroll	800

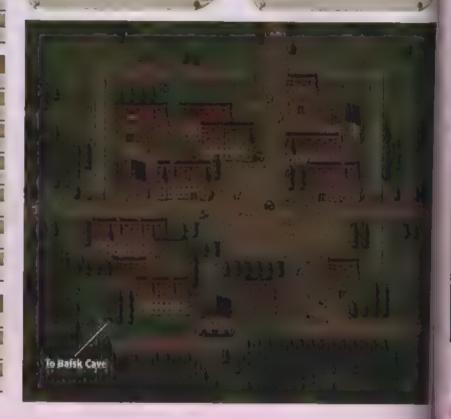
Shorring Recommendations Equipment and Items

Pay special attention to the Silver Plate in the Armor Shop. The Plate isn't as strong as the Mythril Mail now for sale elsewhere, but it also isn't as costly.

Shopping Recommendations

Magic

The Fsuna scroll being sold in the Magic Shop is especially important so buy it as soon as possible. Esuna removes status ailments based on its level, so cast it to keep building its level. This eventually lets you free up inventory space that would otherwise be taken by extra items needed to remove higher-level state effects.



OCCUPIED BAFSK

As Princess Hilda had warned you, the feared Black Knight in charge of the Dreadnought's construction has been temporarily called away, leaving the traitorous Borghen in charge for now. Luckily neither Borghen nor the various soldiers stationed in town recognize you as outsiders, so you can speak with them without the danger of being attacked as was the case in Fynn. The shops in this town are still in operation, so do some shopping for new items if you haven't shopped here previously.

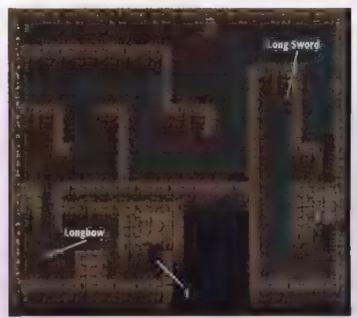
When you are done shopping and looking around, head toward the southwest corner of town where you find an imperial knight standing off by himself. Speak to this knight to trigger the Word Memory System. Ask him about the Dreadnought, and he unsurprisingly informs you that he is an agent of the rebellion. He tells you of a secret passage behind where he has been standing, and leaves. Follow the revealed pathway south and west until you reach some stairs, and head down into the cave.



None of the inhabitants of Balsk seen to be in awe of Borghen, which may work to your advantage.

BAFSK CAVE









Encounters Inside Bafsk Cave

NAME	НР	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL	
BALLOON	20	Α	0	and the state of t	FIRE, BOLT		3,25	
IN COOK USE					NONE		1374	
GOBLIN GLIA	RE E				NONE		- 現	
A SHARW					NONE			
OLDIER	k .	17.7	10 - 11		NONE			
STRANGE					NONE			
ZOMBIE	30	77	TO THE		FIRE	A STATE OF THE PERSON	6-50	1

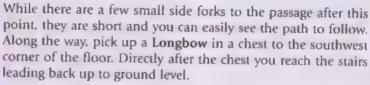
While you can fight Zombies out in the normal dungeon this time around, the enemies aren't really any stronger or more deadly than those in the mine, giving you a welcome breather.

THE AIRSHIP

The Bafsk Cave is the first dungeon that does not allow you to use the Warp spell. If you wish to leave and come back, you have to do so the hard way. Don't worry about this for the moment. Just forge ahead, heading straight at the first fork to obtain a Long Sword from the dungeon's first treasure chest. Return to the fork and head toward the east this time and follow the passage, heading directly south at the next fork.



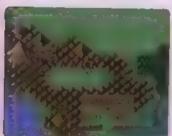
If you haven't yet upgraded all of your weapons, the two within the cave can help you out a bit.





Feel free to use spells throughout t fights in these sewers to practice. Il dungeon isn't long, and you can re again soon.

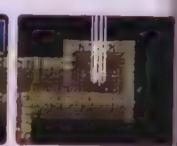
As you reach the top of the stairs, head east, ignoring the side passage leading north. The passageway follows a winding but steady course after this, leading after a few twists and turns to a menacing figure blocking your path.



While you have failed in your task, it still remains to be seen just how much impact your failure will have on the world

Speaking to this figure reveals two unwelcome surprises. First, the figure is none other than the Black Knight, believed to have been elsewhere. Second, the Dreadnought is now complete! As the Dark Knight and his lackey Borghen head up the stairway to the Dreadnought you follow on their heels—just in time to see it take off.





depart, there is nothing to do but return to the tunnels. Just inside the entrance, take the side passage that had been previously blocked by the Black Knight and enter the doorway. There is a

treasure chest holding a Pass, as well as a magical portal leading directly to the outskirts of Bafsk.

While you can return to a Bask now free of Empire soldiers and rest at the inn to recover, the main task lying ahead is to return to Altair to inform the Princess of the unexpected developments.



CHAPTER 4 THE BELL IS THE KEY



Speak to Cid to learn the keyword Sunfire.



Return to Altair to learn a new keyword and your next step.



Head to Salamand and have Josef join your party.



Retrieve the Snowcraft from Semitt Cave



Use the Snowcraft to cross the Snowfield and reach the Snow Cavern.



Conquer the Snow Cavern, defeat the Adamantoise and gain the Goddess's Bell.



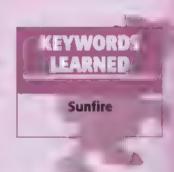
Return to the surface, fighting Borghen along the way.

PATH OF DESTRUCTION



The great destructive power of the Dreadnought can be seen all around your party as you travel back to Altair.

Stopping by any of the towns on the way back to Altair reveals the widespread destruction caused by the Dreadnought, which your party failed to destroy. While many of the people within the buildings escaped the devastation, most of the people standing outside were killed, and buildings have been horribly damaged. Even the ground carries scorch marks from the Dreadnought's barrage.



Thankfully, one of the people escaping the battleship's attack on Poft was Cid. Stop to speak with him in the pub before taking the ferry, and ask him about the keywords Dreadnought and Airship.

He informs you that the Dreadnought can still be destroyed by taking out its engine, and that the Airship and Dreadnought both run on a mystic flame called **Sunfire**, which you should now memorize as a keyword. Ask about Sunfire to learn how volatile this substance is. In this way, you gain your first hint on how to help correct your failure to destroy the Dreadnought.

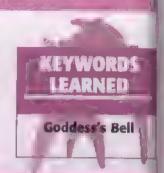


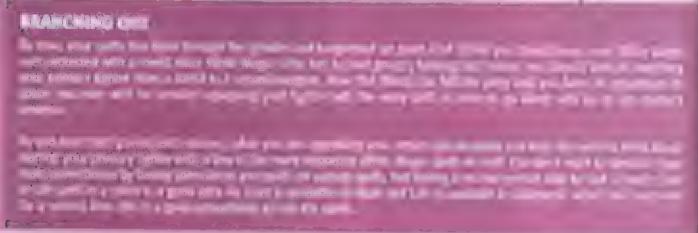
For now, take the ferry back to Paloom, and take the usual route back to Altair, where Princess Hilda waits. As you return to the town, remove Mindu's equipment and put it into your inventory.

A FLAME DE HOPE



Despite the Dreadnought's attack on Altair, many of the townspeople survived due to the quick thinking of the rebels. The people are understandably shaken, and many were hurt in the attack. Even worse, this has worsened the condition of the dying King. Mindu cannot continue on this journey while people are injured and the King is in such a bad state, so he leaves your party to help those in need within Altair.





Now that you've obtained information about the Dreadnought's engine and about the Sunfire from Cid, it's time to ask the Princess about it. She explains that the Sunfire is the national treasure of Kas'ion, and that it is kept within that castle's ground floor. Hilda wants you to go to Kas'ion immediately to retrieve it, but since no ordinary torch can carry it, it is a good idea to ask around for a bit more information first.



While Mindu will be missed by your other party members, his great healing skills are helping the King to cling to life.

Stopping in at the King's room, you find Mindu in attendance. Ask him about the Sunfire, and he tells you of Egil's Torch. As this torch has been used regularly in a Kas'ion ceremony, it should be somewhere within Kas'ion castle. Asking the stricken King about 1

somewhere within Kas'ion castle. Asking the stricken King about the Sunfire however gives you another important bit of information—Prince Scott sealed Castle Kas'ion to protect the Sunfire and you need an item called the Goddess's Bell in order to open the gates again.

Memorize the keyword Goddess's Bell from the King, and ask both the King and Mindu about it. Apparently those of Kas'ion's royal family know about its whereabouts, but Scott is dead, and Gordon has vanished. Mindu suggests asking Princess Hilda. Return to the throne room and ask Hilda about the bell. She tells you that it is hidden within the Snowfields, and that Josef knows these fields well. Your next destination is Salamand,



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Before leaving Altair, take the time to manage your items. You should have extra equipment from Mindu and from various dungeon chests, and fighting some of the random enemies in your travels may have left you with more Potions and Antidotes than you can use, especially with the Cure and Esuna spells at your disposal. Sell off any surplus equipment. You may wish to keep one spare set of armor, since you do have one party member slot open, and remember to keep some Potions and Antidotes handy for an emergency. Use the spare cash to upgrade equipment to any mythril items or other nice equipment that you can now afford. After your shopping is done, make the familiar trek back to Salamand and to Josef's house.

TO CROSS THE SNOW

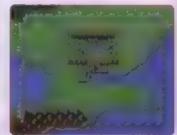


Back at Josef's house, ask him about the Goddess's Bell. He knows of its location in the Snow Cavern, and knows that you cannot cross the Snowfield to reach it without the use of his Snowcraft, currently hidden in the Semitt Falls mine. Realizing the importance of your task, Josef joins your party in order to help you achieve your goals. Before heading out, buy any last-minute supplies, including a spare Eye Drops or two if you do not have any in your inventory. The dungeon within the Snowfields contains monsters that have a chance of inflicting

Darkness on your group, and the Eye Drops may be needed if you don't have enough MP to cast Esuna.







At least the Poft and Paloom ferrymen are making a fortune off your party and their travels!

Returning to Semitt Falls to retrieve the Snowcraft is the first step in the journey. The trip should be quick and relatively painless, as you know the way from before and the enemies should be easy for your stronger group to dispatch.



Use Josef's help to reach the hidden from hiding the Snowcraft.

Down in the mines, step into the room containing the blue rock. Approach the top of the right-hand wall, face it, and press to inspect it. Josef opens the hidden passageway for you, leaving you free to walk through the apparent wall and into the hidden room. Inside is a chest containing the **Snowcraft**. Take it, and leave the mines.



At last you know the purpose of the strange blue rock!

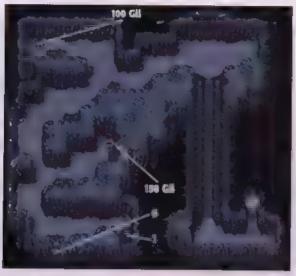
The Snowcraft acts much like the Canoe, allowing you to cross heavy snows that otherwise would act as a barrier. The main difference is that while on the Canoe you are safe from enemy attack, but the Snowcraft offers no such protection. To reach the



Snowfield, head back up the river from the mine entrance. Rather than heading back east to reach Salamand, head directly north. The entrance to the Snowfield is a gap within the gray-colored mountains sprawling north along the coast.

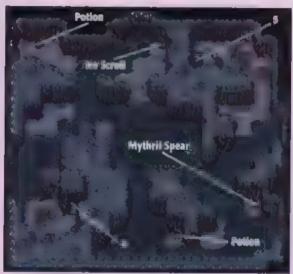


SNOW CAVERN















ITEMS FOUND								
Notus	Potion							
Battle Axe	Mythril Spear							
Antidote	Mythril Shield							
Mythrii Mace	Ancient Sword							
Potion	Silver Plate							
Ice Scroli	Goddess's Bell							

Snow Cavern Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
13 13 13 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	50	-4			1716	370	12-100
YETT	45	9	4	- Z	FIRE	2 =	12-100

the implacross the Snowfield is not too bad. The Yeti are fairly easy to fight, and the feicles, while a bit tougher, do not show motion out in the field.

Snow Cavern Interior Encounters

NAME	НР	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ERICON	- 30		9	2 170	FIRE, BOLT		3.25
DEPERMENTAL		- 11			[23:74V41:		
A PRINCE			-		FRE		
Telefor				_	25日4		<i>-</i> ≥70±
6/9/6/					HONE		
TOUR WAR					_R(0X) #[1855 J.
					RRE. BO		
[a[s]fa					Seld di		
SHIEL					相限		运 加)
S.a.D	- 0				J2134		一种
Zelviste	30	T T	U	7	FIRE		6-50

Within the Cavern things get more dangerous. Grenades and Ghouls have a decent amount of HP, and their Self-Destruct and datalysis attacks can built your party. The Shadow does not show up often, but it can inflict Parkness on your group, which so permanent status effect and can only be removed by Esuna or Eye Drops. The Deadringers however are the worst of the builth. They have high EIP, and hit very hard, whittling your party down quickly if you're not careful. They sometimes drop a Baule Axe, which can be sold for extra Gil.

THE GREAT WHITE NORTH

Use the Snowcraft to travel directly east through the Snowfield, navigating past rocks and mountains as you go. The Snowfield is quite wide, and the entrance to your destination is at the eastern end, located within a cluster of rocks toward the north edge of the field. Return to Salamand to heal when necessary—the Snow Cavern is another zone that does not allow use of the Warp spell to reach the outside which makes for a longer trek to the surface, and with the stronger enemies your party may lose HP and MP quickly.



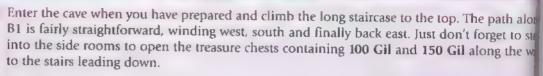
SNOW CAVERN



CAVERN OF TCE



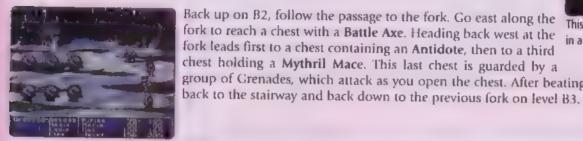
Even when you've reached the cavern you have a long journey through the dungeon in front of you.



On level B2, follow the passage north to a flooded passageway then around and south to another staircase leading to B3. Take the stairs, then head west onto B3 and follow the watery passage north, west, and a short way south to collect a Notus from a treasure chest. Keep this ice-creating item for future use. Return to the entrance and follow the southern passage, wading north at the fork. This passage leads back up to a separate section of B2.



This Notus can come in quite hand in a short while, so hold on to it.



Back up on B2, follow the passage to the fork. Go east along the fork to reach a chest with a Battle Axe. Heading back west at the fork leads first to a chest containing an Antidote, then to a third chest holding a Mythril Mace. This last chest is guarded by a group of Grenades, which attack as you open the chest. After beating this group of foes, her

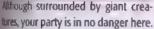
Back on B3, follow the fork south this time, continuing along the passageway as it turns west and eventually leads to a stairway down to B4. On this lower level, first head northwest to pick up a Potion from a chest. Directly east from the first chest is another containing an Ice Scroll, which goes to your black magician if he or she does not yet have this spell. Otherwise, equip it in one of your party's item slots. Going south from here leads to another chest with a Potion. east of which is a fourth treasure chest containing a Mythril Spear. The passageway to the north of this last chest leads to another stairway leading to B5.



While there are two guarded chests within this dungeon, neither fight is as dangerous as the one against the Spiketoise.

Now you are almost to the end of the dungeon, but don't relax yet. Some of the toughest fights lay ahead of you. Head directly west to claim a Mythril Shiel from a treasure chest in the northwest corner. To the southwest corner of the level is another chest containing a powerful Ancient Sword, guarded by Shadows and Ghouls. Just be careful in using this sword—while it is strong, it is difficult to land a successful blow with the weapon if your sword skill level is low. As your sword level gets higher and you are able to land mon blows with it, as it has the benefit of hitting most enemies with the Curse status effect, including bosses. Curse greatly reduces the attack power and defense of an enemy. If you've purchase a Mythril Sword for any swordsman in your group you may be better off keeping that equipped for the time being. After taking the sword from the chest, head to the southeast corner of the level and enter the room found there.







Stepping into this room, your weary travelers get a chance to breathe easy for a moment. The room is filled with Giant Beavers, peaceful creatures that do not attack when you approach, and no other monsters are found within. Approach the Beaver to the northwest of the small cavern and try to speak with him. While most of your party cannot understand, Gus steps forward to reveal that he can speak with animals such as this, and he translates for your group. You can now use the Word Memory System to speak with this creature.

Have Gus ask the Giant Beaver about the Goddess's Bell. Step over to the right-hand wall of the cave and walk through the section at the very top to reach level B6 of the Snow Cavern.



luckily, you have plenty of opportunity to prepare before this tough fight.

Although the hidden passage twists and turns, it is easy to follow and doesn't branch. After various curves to and fro, you reach an area with a turtle-like creature and a chest below it. Open the chest to receive a **Silver Plate**, and equip it. Also, equip the Notus that was picked up earlier, along with the Ice Scroll if it wasn't needed to teach the black mage the spell. When you are ready, speak to the monster to begin a fight.



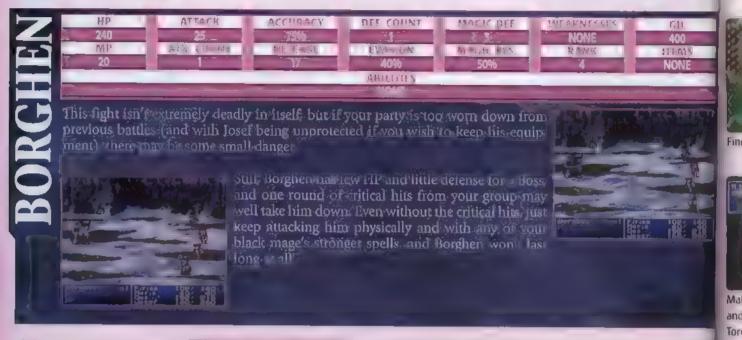
H	HP 450	ATTACK 50	ACCURACY 75%	DEF COUNT	Moste net.	WEOKNESSES	G1L 200-500
9	M P	ATR. LOUISI	DEFENSU	NC42E/L3	MONITOR N	RENE	ITEMS
	f		60	ABBUTES	50%	5	DIAMOND SHIELD
				1470.			
ADAMANT	Semitt Falls, e	Low If y	Tharder. Cast sparty members a the Spiketoise Cast Ice repeate yest-level eleme ye damage to the ou kept and equity without it, w	pells such as Blin	ik and Shield rig ler's harsh physic isc as weak again re, even if it is you it level still do han Bolt at level is, you could en d each turn the f	he lead of the light with	just that item!

After defeating the Adamantoise, approach the wall behind where it had been standing and press . Embedded in the wall is the Goddess's Bell. Once you retrieve the bell, a staircase lowers down, creating a path directly from B6 back up to B1. After reaching B1, it is a good idea to remove any of Josef's equipment that you wish to keep and put it in your inventory. Heal any tharacters that are low on HP, then follow the passageway to the north, curving east and returning the characters to the top of the stairway to freedom—which is blocked by a familiar figure.



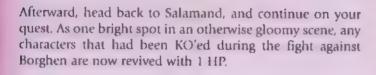


Approaching the figure and speaking to the man reveals it to be Borghen, the leader who betrayed Fynn to the Empire and briefly took over command of the Dreadnought's construction. Due to your meddling, Borghen fears that his life is in danger from the Emperor because of his failures, and he attacks your party to gain his revenge.



While you are quickly victorious against Borghen, he turns out to have the last laugh after all. Although he is dying, the scheming turncoat triggers a boulder to fall from the rear wall, which rolls down to pursue your party down the stairs, forcing a dif-

ficult choice for a party member.





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CHAPTER 5 THE DESERTED CASTLE



find your way to Castle Kas'ion.



Open the gate to the castle using the Goddess's Bell.



Recruit Gordon into your party.





Make your way to the Shrieker and defeat it to claim the Egil's Torch.



Return to the first floor to claim the Sunfire using Egil's Torch.

A PAUSE TO REFLECT

Head back to Salamand, where your splintered party has the chance to rest and mourn. Josef's daughter Molly is naturally grieving, but she is in good hands for the moment, so you can leave her and continue on to Kas'ion in order to put the bell to use.



from Poft you can even take the lerry back to Paloom and travel to Alair if you haven't yet upgraded your armor to mythril.

Take the chance to rest at the inn, as your party is worn out and needs the break. Use the Gil you picked up to buy any spells in Salamand that you may still need, then head to Poft, where Cidruns his airship service.



When you reach Poft, pick up more mythril weapons if you have not yet replaced all of your old equipment. Round out your collection of spells a bit more between Poft and Bafsk now that you have money to spare. Once the shopping is done, turn your attention to reaching Kas'ion.

Castle Kas'ion is located to the southeast of Poft. It is nestled inside a double ring of mountains, with a few gaps in the south part of the range allowing access. If you have trouble locating it, check the World Map, or pay 400 Gil to have Cid take you directly to the deserted palace. If you do make the trek, the enemies in the field are mostly those found around the area of Poft and Bafsk, so the danger from that front is minimal.



CASTLE KAS'ION













Cure Scroll Mallet Gold Shield Antidote Mythril Axe Eye Drops Werebane Egil's Torch Mythril Sword Sunfire Golden Mail





Castle Kas'ion Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BALLOON	20		Ω		FIRE, BOLT	and the same	3-25
ROODSUCK		- 171.			NONE		49
HORNET			- 1		NONE		498
OUEEN BE					NONES	-	
SOLDIER			- 1		NONE		17.51
STRANCE				-	NONE		WSF File
ZOMBIE	30	17	Ü		FIRE		6-50

Castle Kas'ion Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
LONGANTOISE	450	50	60		Tel China		200-500
		1			HRE, BOH		3,26
A MUNICIPALITY AND				-	NONES		
PASTONINGER	LA	J 2 3	- * -	- 1	FIRE	- 1	(184).
G/A)		, (1)			3173		JO-700
GHOLE					FIRE		35-203
GOBLIN GUAR			-		NON		
GOBLIN PRINC	孫()	1.			NONE		7.53
HORNET	(11)				NONE		1925
MINE	E 2 1 2			- 1	FIRE, BON		\$-200
0(銀	1991				NONE		6-26
OGRE MAGE	T.O		- 1		MONE		
QUEEN BE	191		THE REAL PROPERTY.		NON		TEN TEN
SHADOW		1/2			FIRE		
SOLDIER"					INON		5-50
SPIKETOIS	1644	19	14	- 1	J.KE		(5-20)
STRANGLE					NONE	Name and Address of the Owner, where the Owner, which is the	
WERERAT	J.FL	1 12		- 1	NONE		5-201
WRAITH	NELS.	-1	- F	- 1	FIRE	3	15-290
ZOMBIE	30	17	0		FIRE		6-50

While the enemies out in the field and in the castle's first floor are simple, as you reach the second floor and higher of the castle you may be in for a tude awakening. Some of the new monsters, such as the Wraith and Ogre, are not much worse than anything faced before. However, Ogre Mages pound your group mercilessly with medium-level spells. From time to time you may even turn into an Adamantoise, a creature that was a Boss in the previous dungeon!

While it may be tempting to flee some of these tougher foes, hang in there. These tough battles improve your party's abilities, and the rewards, such as Diamond Shields and spell scrolls, are well worth the effort.

CASTLE KAS'ION

FOR WHOM THE BULL LOUIS

Enter the main hall of the castle and approach the flame burning strongly. Pressing × confirms that this is the Sunfire. In order to take a bit of its flame you first need to find Egil's Torch, somewhere within Castle Kas'ion itself. Approach the barred gate behind the fire and press × to bring up the Word Memory System. Select the Goddess's Bell from the list of Items, and the door opens before you.





A pleasant surprise awaits on the next level. Gordon, Prince of Kas'ion, has found some of his lost courage and come here ahead of you to try to retrieve the Sunfire. Although he does not make a good guide, he is still willing to join your party.

CORDON'S CYCLL 1 LANGE BACK COMMISSION OF THE PROPERTY OF THE



Any spare spells can be put to good use by Gordon now that he's in your group.

Continue along the 2F passage to a staircase leading back down to the first floor. When you reach the bottom of the stairs go directly south to find a Cure Scroll in a chest. Use this on your primary fighter or on Gordon to create an extra source of healing, or save it for use as a one-shot healing item. Head back north to the base of the

staircase, then follow the other passage west and south, taking the stairs that lead back up to another part of the second floor, where things can really start to get tough.

ONWARD AND UPWARD

This area looks at first like a bit of a maze, but isn't difficult to navigate. Take the passage to the south, following it as it doubles back east and north, to find a treasure chest containing 300 Gil. Continue to follow the passage around to the west and south and finally back east, and it leads to the stairway to the third floor.



MALL A BREATHER

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Take this turn to reach the Gold Shield and its guardians.



Castle Kas'ion 3F is again a bit of a maze. Take the passageway west and south, and turn east into the larger hallway. Take the second southern passageway—the first that does not run along the wall—and turn west to enter a chamber with a chest containing a Gold Shield, as well as the group of Wererats guarding it. After equipping the Gold Shield (a useful item that helps protect against Poison), go back to the hallway and east, taking the third southern passageway this time. This passage soon turns east and then north, leading to the 4F staircase.

Once on the fourth floor, take the western passage and then turn down the first southern passage. Enter the first doorway that you reach to find a room with three treasure chests inside. The

one on the left contains a Mythril Axe, the center chest holds a mace called Werebane, and the right chest holds a Mythril Sword. These weapons are the only treasures on the floor, so head directly to the southwest corner of the floor after looting the chests, and you find a stairway leading up to the fifth floor.

Now on the highest floor, take the east fork and follow the passageway north and all the way east, entering the doorway to the northeast corner room. This room also holds three chests. The one to the left contains a Mallet, the center chest holds an Antidote, and the chest on the right holds Eye Drops. Exit the room and head back west along the corridor, this time turning south into the room containing the chest. This chest contains a Golden Mail, but be careful—the chest is guarded by a group of Mines. These monsters are tough, and you may have to cast Life spells if they use their Self-Destruct ability, though Shell can help to reduce the impact. Attack them head-on and use your Fire and Bolt spells between healing.



These Mines are tough enough when they attack, but their Self Destruct ability is especially nasty.



While it may look at first like your path is blocked by fire, this is actually a dangerous monster. Be prepared!

After defeating the chest guardians, take the south exit out of the room and head west. This passage leads to a staircase heading back down to a second section of the fourth floor. Once you reach this small section, enter the doorway to the room, where you can see a strange flame barring the doorway. This flame is the

Shrieker, guardian of Egil's Torch. Make certain you are fully healed and still have enough MP for healing during the fight before you approach. If you still have the Magiconch that Mindu had equipped when he joined the group, this is a good time to equip it on one of your characters. Prepare an Antidote or two in case a character falls victim to Poison while your healers are busy casting Cure and Life.



ACCURACY DEE COUNT GIL 12-100 MP ATR CORNT **科贝尔IC 收至**5 RANK **ITEMS** NONE ABILITIES

BOLT & FIRE & ICF ... MAGIC ABSORB POISON &

This boss light is in some ways very tough, but in other ways it is straightforward with a simple solution. The ing the Shrieker's MP

During your first round: immediately cases helvon the Magiconch available, use to on the character with the lowest amount of HP, or on your main white magician



if they have around 100 HP or less. Attack physically with the other characters. Do not assembly spells on the Shricker as these heal it even non-attack spells like Darkness. Paze and Banish



for the first four tounds, the Shrieker blasts away with its eighth-level spells: It macks your entire party at once with each spell; which means that any characters with low III may well be ko'ed if you're not quick enough to heal them but no one should be taken out in a single round

During these tirsutour rounds to custon keeping every one healed. Cast Cure spells on single character with secondary healers, and if your main healer has a Cure spell of level 8 or higher, use a Cure spell on the entire

party, it someone gets knocked out, revive him or her immediately. This is where having multiple characters with White Magic comes in handy as one can revive while another heals any other characters in danger of being Koled





Alter the fourth round the Shrieke Tuns out of MP 10 fuel its spells, and it begins to attack your party physically. If you can make it to this point, you've more or less got the fight won. The Shrieker has a relatively weak physical attack, and while you still need to watch your characters. HP and keep them on their feet, most of your focus should be on physical attacks. Your opponent has a high defense and it takes while to whittle its HP down to zero with just your

After defeating the Shrieker, step inside the room to open the chest and claim your prize, Egil's Torch. Return to level I - Using Warp or a few Banish spells are both good ways to do thisthen approach the flame in the center of the first floor. Inspect it with 5%, then choose Egil's Torch from the Item section of the Word Memory System menu. The flame moves from the brazier to Egil's Torch, and you now have the Sunfire. Time to return to Altair to figure out how to find the Dreadnought.



Although hard to obtain, Egil's Toro allows you to claim the Sunfire, so i is worth the effort to find.

CHAPTER 6 BACK TO THE BATTLESHIP



The Princess has been captured! Seek out the Dreadnought to rescue her and destroy the ship.



Make the long trek past Fynn to find the battleship.



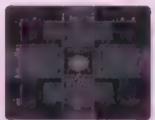
Gain entry to the Dreadnought using the pass.



Rescue Hilda and Cid Irom their cell.



Fight the Hill Gigas to retrieve its treasure.



Make your way to the ship's engine and destroy the Dreadnought.

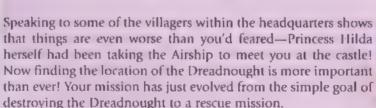
THE CHASE

As you step onto the bridge leading across the moat of Castle Kas'ion, your group pauses to watch a pursuit in the sky above. Cid's Airship is flying past, trying to shake the Dreadnought off its tail. As the chase disappears behind the clouds, events seem to be taking a turn from the worse.



The lack of the two familiar faces in the pub is worrying.

Worried as you may be, there is nothing that you can do for the moment but return to Altair to learn any news. A stop by the Pub in Poft all but confirms your fears—Cid and his friend have vanished, along with their airship. Get back to Altair, resting in one of the towns on the way back, or in Altair itself. Sell extra items that you picked up to keep them from cluttering your inventory.







SEARCH FOR THE DREADNOUGHT

North of Fynn Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
DEADRINGER	\$ 80.	.25	<u>V</u>	and the same	PARALYZE		12-200
OGRE	3012	17-19			NONE	2	50-200
OGRE MAGE	3614/6	1		A series	NONE		
PHORUSRAC	E M	14.	10 m	A	NONE		
SOLDIER	45	Tirk.			NONE		p-50
SPIKETOIS	SIMI			1, 14, 2	I. KCE		和支配的
WARLOCK	00.		!		NONE		350
WERERAT	60	17	4	2	NONE	2	25-200

lust north of Fynn the enemies are the same Hornets, Strangfers and the like, but around the area of the first forest to the northwest the enemies become more dangerous. Too many random encounters with Ogre Mages and the similar Warlock can leave your group battered and bruised before you even reach the Dreadnought. On the bright side, you can gather a incoelection of scrolls on this trip!

THE HIDING PLACE

Asking Mindu about the Dreadnought gives you a hint as to how you may find it. The Dreadnought may need to land to replenish supplies, which should give you a window of opportunity to sneak onboard and perform your rescue and destroy missions. The old man in the common room of the headquarters is even more helpful—he knows of a supply station of the Empire, located far north of Fynn. It's a slim chance, but Princess Hilda and Cid may not be able to wait long, so north of Fynn is your best bet.





Head to Fynn first, using the Canoe to travel along the waterways if you wish to avoid random encounters. When you reach Fynn,

take a quick look on the World Map to get your bearings. Scrolling north and west along the narrow neck of land beside you reveals a large yellow dot that marks the resting place of the Dreadnought, but it's a long walk away, which means a long walk back to Gatrea if you need to rest, unless you've spent the extra cash for a Cottage or two.

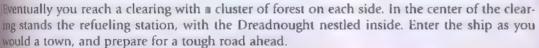
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Head north and west toward the yellow dot seen on the World Map. It's a fairly straight shot to the refueling station, so you should not get lost, although the long trip may make you think otherwise at times. Your main problem along the way is to avoid being worn down by random encounters. Try to manage your MP usage, keeping it to a minimum.





DREADNOUGHT

Dreadnought Interior Encounters

NAME	HP	ATK	DEF	M.DEF_	WEAKNESSES	RANK	GIL
BALLOON	20	9	0.		FIRE, BOLT		3-25
CAPTAIN			1181	g. D.	NONE		250-360
GHAST	- (10)	- 1 To a second			FIRE		30-300
GHO/A		BULL	-		FIRE		25-200
HELDIVER	(4) (i				NONE		50-300
MME	94	- 4	100		FIRE, BOLL		25-201
SHEFFE		1.6	1.19		NONE		100-290
SHADOW			1, 1	9116	FIRE		্বিশ্ব (ব্যুগ্র
SOLDIER	The state of	100	11.		NONE		5-50
SUNNER		447	1(*)*	- P.	NONE		130/300
WARLOCK					NONE		391
WEREPANTE		(4.7)	4.0		NONE		
WERERAT					NONE		25-200
WRAITH	60	9	9		FIRE		25-200

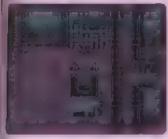
As in Fynn, Captains only fight you if you speak to them, so avoid talking to any of the soldiers. Sergeants appear only when you look one treasure chest. The rest of the monsters are not as tough, but they are still strong enough to wear your party down if you're not careful. While the trip back to Gatrea is long, don't hesitate to make it if your party is getting worn down.

RESCUE MISSION

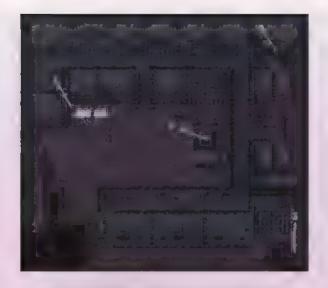
Enter the Dreadnought and walk up to the guard. He asks for identification and the Word Memory System menu pops up. Open the Items menu and select the Pass from the list. Do not choose any of the various keywords—the only keyword to get a feaction from him is Wild Rose, and that leads him to attack your party, starting a fight with one of the deadly Captains. It is possible to win this fight to gain access to the ship, but chances are high that your party would be wiped out, and even in victory your group would be very seriously hurt. So it's better to hand in the Pass and choose your fights carefully.



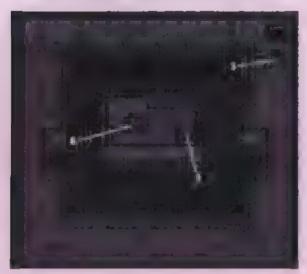


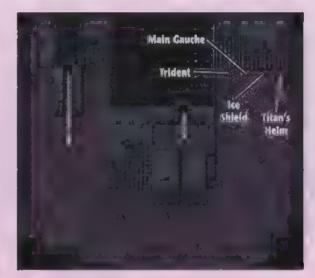


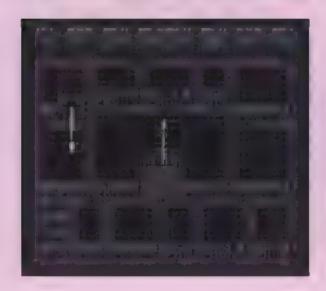
Even after gaining access to the ship, you must be careful. While the guard at the entryway was fooled by the Pass, the rest of the soldiers inside the battleship do not even bother to ask for an ID. They recognize you as rebels if you speak to them, and attack you immediately, triggering a fight with a Captain. You have a tough enough time ahead as the monsters here are dangerous and you cannot use Warp or Banish in this area. Speak to no one as you head east onto the ship's floor.













ITEMS	FOUND
Crescent	Trident
Potion(X2)	Main Gauche
Shade Bow	Titan's Helm
Thief's Gloves	ce Shield

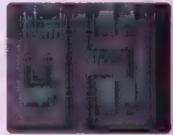
Head directly east to a staircase flanked by two Captains. Take the stairs to the second floor without stopping to chat. At the base of the stairs, head directly east to the wall. You can see a chest standing within a barred cell. Going along the passageway to the cell door would not help—it cannot be opened from there. Walk to the center of the entry room's east wall, and on through the wall into the cell. There is a hidden opening which allows you to step through to claim the Crescent within the chest. There is a group of Warlocks and Sergeants guarding the prize, so be careful. The Crescent is a very nice sword that can inflict Sleep on an enemy, so equip it as soon as you finish the fight then take the stairs back to the main floor.





The Sergeants are less deadly this time around, now that your party has grown in strength.

Now that you've taken the treasure from this section of the ship, it's time to climb to the higher levels. Go up the staircase just to the west and north. Once you've reached the top, go west along the walkway and loot a chest containing 400 Gil. Walk all the way back to the east along the walkway, turning south when the passageway curves. At the fork take the east passage, following as it leads down some stairs, turns north, then climbs back up another set of stairs. Enter the doorway at the end and take the stairway to the Dreadnought 2F.





This bow may not be quite as useful if you've managed to pick up a Flame Bow already in your travels.

Follow the new passageway until you reach a fork. Take the eastern fork to a room with two treasure chests, each containing a

Potion. Return to the fork in the path and follow the branches of the path west to a chest containing a Shade Bow, another weapon with low accuracy, high attacking power and a nice side effect. Retrace your path and take the next southern branch to reach the nearby chest containing Thief's Gloves, a piece of armor that offers good protection and a boost to Agility. This is a good item to equip on your main white magician. Now you are ready to save the Princess and her brave pilot.



DREADNOUGHT





Head east until you reach set of green prison bars. Within the cell you can just make out the form of Princess Hilda, with Cid behind her. Face the bars and press × to force them open, and enter the cell to speak to the Princess, then to Cid. Cid.

promises to help the Princess escape while you continue on your mission to destroy the Airship. As you are finished on this floor, head back to the stairway and return to the first floor. Now you just need to find the engine, and throw in the Sunfire.

DESTRUCTION FROM WITHIN

Follow the two stairways back to the fork in the 1F passageway, this time turning to follow it south. After a few twists and turns, it leads to a staircase to the Dreadnought 3F, where you can see the Captains scurrying back and forth far below you. Go south, west, and back north along the walkway to reach a doorway leading to a staircase, which in turn leads to the fourth floor.



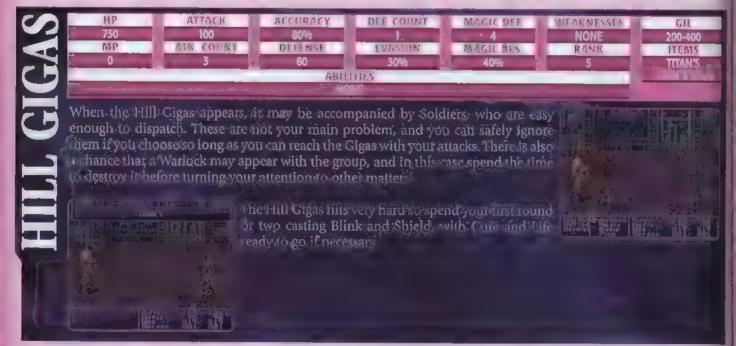
This floor contains more Captains going about their business, ignoring you unless you speak to them, at which point they attack. Without stopping to talk, head all the way east, bypassing the stairs, then north to the row of four chests against the northern wall. Skip the second-to-right chest for now, and loot the other three, which contain a Trident, a Main Gauche, and a Titan's Helm. Take the time to equip the items and to heal and



Just don't drop anything over the edge...

prepare, because the remaining chest contains an Ice Shield and the toughest monster in the Dreadnought—Hill Gigas. Your best swordsman should be equipped with the Crescent before

going into battle. Your bowman should also wield the Shade Bow for this fight, even if they've managed to find a Flame Bow.



While the Hill Gigas is hard to damage with physical attacks, it is susceptible to material damage. Better yet, it is affected by the Grescent and Shade Bow. Keep attacking with the Crescent as much as possible, and the Hill Gigas may well sleep through nearly the entire fight. Try to blind the Hill Gigas with the Shade Bow, even if your black magician is the one wielding it—this effect lasts through the whole fight once inflicted, giving your characters a better chance dodging damage if the Hill Gigas manages to wake up for a round or two





With your black magician(s), keep casting your highest-level attack spells. You have only random encounters after this fight, so don't hold back. You can steadily wear down its HP round by round until it drops. Don't forget to attack with your fighters as well. A lucky strike with a strong fighter can still do a good bit of damage, despite the Gigas' resistance.

After defeating the Hill Gigas you've got pretty smooth sailing in front of you. Go back to the center of the room and north, taking the stairs back to a new section of the third floor. Enter the doorway near the stairs, and take a second set of stairs leading to the fifth floor.



The layout is a nasty maze, and the Captains nearby can be nerve-racking, but leave them alone and they won't bother you.

The Dreadnought 5F is tricky—Captains guard various junctions and attack if you speak to them. Even if you manage to defeat one, it just reappears after the battle. You must navigate the maze around them. From the base of the stairs head east two steps. Take the passageway north to the wall and west to the corner of the floor, next heading south along the wall until you can take the next-to-last passage east. After this short passage, turn south again until you meet a wall, following it east until you can take the last passageway north before you would run into a Captain at the southeast corner. After heading north along the short passage, go back east to the wall, then all the way north. When you reach the northeast corner head west then take the second path south. A short passage leads back east, after which you turn south again, taking the first turn that leads west. There is a Captain in front of you, but he is not blocking your path from this direction. North of him is a doorway, which you must enter.

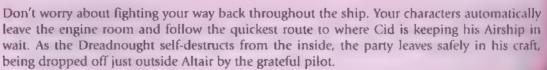
TOW OR PHYTH

Inside the doorway is your destination: the engine room of the Dreadnought. Go directly north to where you can see the strange glowing object that acts as the ship's engine. Press of to inspect it and pull up the Word Memory System menu. Select the Items menu, and choose the Sunfire to toss it into the engine and begin the chain reaction to destroy the ship.



As you are about to leave, you are surprised by an appearance of the Black Knight. Luckily he is on another of the walkways, with the engine between, and he cannot reach you. He calls out to you however, and Maria seems to recognize the voice. You have no time to try to solve the mystery however as you must find Cid

no time to try to solve the mystery however, as you must find Cid and leave the Dreadnought before it explodes!



CHAPTER 7 THE LAST DRAKE



Hear the King's last wishes and undertake your new task.



Hire a ship to take you to the island of Deist.



Fend off an attack on the high seas to recruit a new party member and gain new transportaion.



Navigate to Deist and enter the castle to speak to the mother and child.



Retrieve the Pendant from Deist Cavern.



Speak to the Wind Drake and hear its wish.



Navigate Deist Cavern and destroy the Chimera guarding the spring.

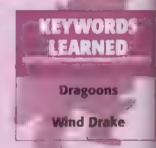


Place the Dragon Egg within the Spring.

THE PASSING OF THE REINS



Back in Altair, rest at the Inn and sell extra items you've collected. Some of the magic scrolls picked up after defeating Ogre Mages and Warlocks are worth an especially large amount of Gil if you have extra to sell. With all of this extra money, you may be able to start picking up some Ether or Phoenix Downs at the Item Shop. Don't equip anything new onto Gordon. In fact, if he's wearing anything that you really need for another member of the party, remove it at this time.





When you are finished in town, head into the rebel headquarters. Speak to the villagers inside the building to find that they are all worried about the King. Head into the King's room where the group automatically approaches his bed. His Majesty is dying, and as you approach he gives you all his final requests. Gordon is to take control of the army, Mindu is to head out on a mission of his own to retrieve something called the Ultima Scroll, and your party is to travel to Deist in order to enlist the aid of the Dragoons and their fierce Wind Drakes.

After witnessing a sad scene, step over to the throne room where Gordon has arrived before you. Now that Gordon is the leader of the rebel army, he can no longer travel with your party. Speak to him, and he tells you that the Emperor had intended to wipe out the Dragoons, which should help to enlist them into the rebellion. Memorize the keyword Dragoons and repeat it back to Gordon. You find that Dragoons are people that can speak with their dragon mounts, and you get the chance to Memorize the keyword Wind Drake in turn. Asking about the Wind Drakes provides some information. Ask the old men standing nearby in the throne room or waiting in the main hall of the building to get a bit more information. Mindu has already left on his own journey, and Hilda, currently in her own room, is acting oddly, so there is no reason to dally any longer. Head out to Paloom in search of a ship.

THE SEA VOYAGE

Encounters at Sea

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BUCCANEER	80	25	17	2	NONE	A -	200-500
HELLDIVER =	140			- 7.7.5	NONE		50-300
KILLER FISH	100				BOLT		25-200
PIRATE	T. A.	The state of the s	W. L.	100	NONE		100-400
SEA SERPENT	300	40	40	3	BOLT	4	50-300

the first part of the sea voyage is like a ferry ride and you remain safe from attack. After gaining control of a ship of your own, rations sea creatures become random encounters. Luckily, most of the creatures are not deadly, although the Sea Serpent is a bit tougher than the rest. Cast a Bolt spell or two at it to kill it quickly, before it does much damage.

While most of the creatures appear at random, the Pirates show up as a very easy fight triggered by events, much like a Boss fight. They do not appear in regular random battles.

Immediately inside the entrance to Paloom you can see a new face standing out from the growd. Just across the bridge to the city stands a woman who introduces herself as Leila. As luck would have it, she happens to be heading for Deist herself and is willing to take you along. While Maria is suspicious, Firion realizes that he shouldn't look a gift horse in the mouth and takes her up on her offer. As she goes off to prepare, exit the city. You can see Leila's ship a short way to the east on the coast. Walk over to it to board.





The ship immediately departs from the coast and starts on its way—but what's this? Once out to sea, the ship stops dead in the water. On deck, a group of sailors surrounds your hapless party. What seemed like a free voyage turns into a free-for-all as your group is attacked by a group of pirates out for plunder!

Don't worry about this fight—it's a very simple one. Even outnumbered eight-to-three you have a significant advantage. Attack these foes as you would those in any random encounter. They fall quickly, likely without leaving a scratch on your much stronger party.



Once she sees your great strength Leila is willing to accept any punishment that you have waiting for her and her crew. While on your current quest however, Firion is wise enough to realize that a friend and companion is better than a foe, defeated or otherwise.

Even after fighting eight enemies your characters should be practically unharmed.



- The second lines

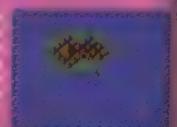
- The of the segment to sale.



While gaining a fourth party member is good luck in itself, you now have something even better. Leila's ship is now at your command, which means that you no longer have to use a ferry or an airship to travel from place to place. With the help of the ship and the World Map, you can go just about anywhere you please! For now the scheduled destination is Deist, and the task directly in front of you is finding the far-off location.



PUT OF ORDER



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Total of the promition model and floring strong the Specific and Speci



Bafsk in nearby to the west if you need to rest or restock at any point.

Refer to the World Map to see a small, curved channel between two landmasses located to the east and slightly south of your current location. Go to this channel and navigate through it to reach a wideopen stretch of southern ocean. Deist is far to the south and a bit to the east—

check the World Map again to see the castle and cave as two unlabelled dots on an island to the east of Bafsk. The proximity of the town means that you won't have a very long trip to make from Deist if you wish to rest and heal. Use the World Map periodically to check your location as you navigate toward the island, and make your way to the eastern or southern coast of the island to disembark, threading your way from there to the castle in the island's center.

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DEIST CASTLE





خيرخمند مفسنم	ITEMS	FOUND	and the second
Cottage	Mailet	Gold Needle	Unicorn Horn
Eye Drops	Wing Blade	Sop Scroll	Phoenix Down
Antidote	Saint's Spirit	Stun Scroll	
Cross	Sage's Wisdom	Curse Scroll	

Deist Area Encounters

				14.600			
NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
GHSE	100	- 25		- XXXXXX	MANUAL FIRE		50-300
CHOUSE.	17.18		- 12	(1)722-9)	保斯斯羅語		75-200
THE PERSON NAMED IN	MON	- (1)		1.000,000	WAVE NON E		700-400
OF SERVICE	1000	191144	19		NON		%-20
विदेश सम्बंध	73)·	45,71	- 111		NONE	-0.0	
SHADOWS	10.14				SFILE.		10F
THE PARTY OF THE P	17.1				120(50)	1.0	09-400
WRAITH	60	9	9		FIRE	2	25-200

the moment you set foot on the island of Deist you are in danger. Hill Gigas are especially hasty foes, and may turn up in pairs. The Sliver is a tough new foe, although not searly as bad as the Hill Gigas. The main trouble with the monsters on the island is that you have no nearby place to rest, unless you are carrying a Cottage or two with you



DEIST CASTLE

CASILL OF DRAGONS

Directly inside the entryway of Castle Deist stands a young boy in an otherwise apparently deserted castle. For some reason, he seems to be afraid of you. Speak to him, and he quickly runs away, leaving your group alone and puzzled. Walk through to the next room, where you find the boy standing at the bottom of a set of stairs leading upward. Speak to the boy again, and again he runs away in fright. With not much choice to the matter, head up the stairs in search of the child and his mother.





Jackpot!

When you reach the top of the stairs, look to the west for a treasure chest. Open it for a Cottage. Heading all the way to the east

takes you to a new set of stairs leading back down. Take the stairs to the first floor, then take the passageway west to a door to a room containing eight treasure chests. Clockwise from the top left they contain: Eye Drops, an Antidote, a Cross, a Mallet, II Wing Blade, a Saint's Spirit. Sage's Wisdom, and a Gold Needle.

Go back to the base of the staircase and take the southern passage to two rooms—the one the left holds three treasure chests containing a Stop Scroll, a Stun Scroll, and a Curse Scroll. These are new spells for the black mage, so go ahead and learn them. Back outside the room and to the west and south, another treasure chest sits alone. This contains a Unicorn Horn. Return to your search up on the second floor.

While the woman and child can be found in the center of the second floor, bypass them for the moment and follow the passage all the way to the south and west. This leads to yet another staircase leading down to another section of the first floor. Here, one chest sits alone, containing a Phoenix Down. Grab it and return upstairs, finally following the passages to the center of the floor where you find two rooms, with a woman and the boy standing outside the western room.





Speak to the woman to have her introduce herself as the widow of a Dragoon. Inside the room, she says, is the last remaining

Wind Drake, very ill from poison. She cannot understand its words, but she knows of a special Pendant inside the Deist Cave to the north that will allow you to speak to the Drake as a Dragoon would. Before heading out to retrieve it you can ask her and her son for information about the Wind Drake and Dragoons, to give you a better idea of what's going on. Then return to the first floor via the northwest staircase, and return to the outside.

DEIST CAVERN







Deist Cavern Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ADAMANTOISE	450	50	60		ICE		200-500
DEADRINGERS	80	WI.E.	19		PARALY	i î	2-200
GRAST	100	780	- 1		FIRE		30-300
CNEUE	60	85.75			FIRE	-3 5	25-200
GIGANTOATO	(51)	10	40		TCE .		200-500
HILL GIGAS	750	1001	The second	The state of the last	NONE		200-400
HOWITH				J.H	NONE		(00-400)
OCRE	190	557.5			NONE		50-200
OGRE CHIEFTAIL	N 300	- 0	- 196		NONE		300-50
OGRE MAGE	1110	To The	NA.	1.	NONE		50 3
REVENANT	(JAC)	.0			FIRE		900-600
SCREAMERS	3.5	LEX. THE		The Name of	NONE		100-400
SHADOW	45				FIRE		72-100
SLIVER:	240		1.1.0		POISON	4.0	100-400
SPIKETOISE	140	MAN	- Jr		ICE STATE	39	25-200
WRAITH	60	9	9	2	FIRE	2	25-200

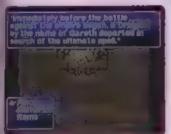
During the trip to the cavern to fetch the Pendant, you don't run up against most of these enemies. Many of them lurk in the laver levels of the cave, and you first encounter them when you return on your second trip. Some of the monsters are familiar but still deadly, such as the Adamantoise and Hill Gigas. Others are new and still tough, such as the Howler, which casts a high level fire spell, and the Revenant, a tough undead monster that hits very hard and drains your life. One monster, the sceamer, is only found within one of the treasure chests and not as a random encounter. Just take every step carefully through the dungeons, and don't be afraid to Warp out and test.

THE MISSING PENDANT

Your main goal is to fetch the Pendant from the cave, and this item happens to be close to the entrance. While you may want to explore at some point, you need to come back here soon anyhow, so any exploration can wait. For now, walk inside the Deist Cavern, where one of the first things found is a chest slightly to the east. Open it to collect 30 Gil. Continue to the northeast and take the stairs found at the end of the passage.







Upon reaching B2, look for a strange helmet, gleaming occasionally as it lies on the ground. Walk over to the helmet and inspect it. The helmet marks the resting place of a Dragoon, and

beside the corpse you find the Dragoon's Pendant. Take the Pendant, and return to Castle Deist.

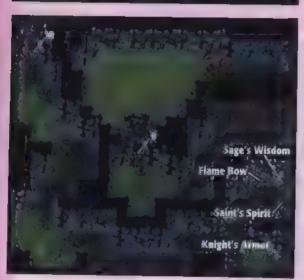
Back inside the castle, go directly to the room where the Wind Drake lies poisoned. Speak to it to find out that it is dying from poison and unable to rise. Ask first about the Dragoons to learn about one of their number, named Gareth, who went in search of the ultimate spell before disappearing. Then ask about the keyword Wind Drake—at this point, the dragon entrusts you with a final Dragon Egg to place within the cavern's Sacred Spring, giving the egg a chance to hatch rather than withering away. Trying to speak to the Wind Drake beyond this point is useless, as the dragon has only enough strength left to beg you to take the egg to the spring. Head back to the cave for a little more in-depth exploration. If you wish, take a quick side trip to Bafsk first to rest at an Inn.

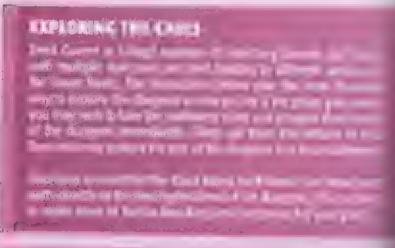
DEIST CAVERN'S LOWER LEVELS











DEEPER INTO

Once back in the cavern, head to the southeast of B1 where a staircase leads you to B2. Follow the passage north and west, where it branches off in all directions. Step into the room to the north and take the Mythril Mail from the treasure chest. Take the next branch heading to the southeast to find a Mythril Helm. Return to the fork and travel west until



the path branches yet again to the north and south. Take the southern fork to retrieve a Mage's Staff, at which point you are attacked by the staff's guardians, a group of Screamers. These have only 6 HP each and you should take them out very quickly although you may wish to make the fight last a few extra rounds as these creatures "attack" with Cure spells. Once you do decide to end the fight, you have a choice of two new staircases to take.

Return to the center section and walk south to take those stairs down to B4. Do not take the bridge stretching from east to west (it drops you down to a lower level and into a separate branch of the dungeon), but instead walk north to a chest where you can find a pair of Mythril Gloves. Continue around to the east and loot the chest sitting there. It contains a Mythril Mirror. Then return up the stairs to B2.



Some of the tough monsters in this area may demolish your party if you aren't careful, so use your Memo File often!

Now go back to the western fork of the dungeon and this time walk all the way to the north, following the path as it turns west and south to the other staircase. Take the stairs to B3, and head directly east to a chest with a Mythril Shield. Again, do not take the bridge that stretches from west to east across a gap. Follow the path that leads north along the western edge of the chasm, taking the other bridge from south to north, and continuing along the ledge until you can take new stairs to B4.



The bridge to the west isn't sturdy, so don't step out onto it for now.

Down on B4, head to the northwest section of the room where you find a chest containing an Acid Bottle. Go south and take the stairs down to B5, where your main goal awaits. Walk along the passage to where you face a choice of four doors. Take the second door from the right to reach the Boss of the level, the



Chimera. Before approaching, heal the group fully and prepare for battle. When you are ready, speak to the Chimera guarding the spring to begin the battle. This is a very tough foe with nasty magic. If you have any Magiconch or other items to help protect your group from magical damage, now is the time to equip it. A Saint's Spirit to increase your white mage's spirit for the battle is also a good item to equip.

HP ATTACK 640 60 MP ATR. (121) 80 4	50 50% 50% 50% 5 NONE
The first thing to beware of from one to four monsters the more mousters you ha	ABILITIES BUAZE 7 is that the Chimeracan show up in groups of anywhere While the general strategy remains the same in any case, we the deadlier the fight becomes With multiple monor one creature at a time to get ridiof it as quickly as possi
	constantly, concentrate on taking the Chimera down as quickly as possible it is vulnerable to both magical and physical attacks, so use the most powerful attack to each character to chip away at its HP and try to take the monster down before it wipes out your entire group

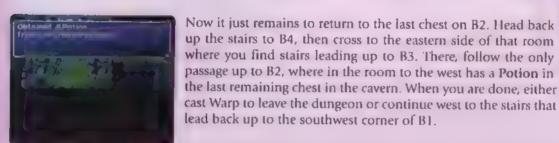
After the Chimera is gone you have a clear path to the Sacred Spring. Approach it and press to pull up the Word Memory System menu. Select the Dragon Egg from the list of items, and you place the egg into the Spring in order to allow it to hatch, in time.



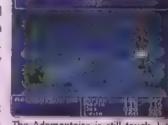
Now that your mission is accomplished, finish looting the treasure within the rest of the cavern. Go all the way east and south through the "wall" to head back through the doorway. Take the stairs back up to B4, crossing the room and heading back to B3. Follow the ledge back around across the first bridge, and this time

step onto the east-west bridge leading across the chasm. After a few steps, you plummet through the bridge to the fourth level down. This is part of the section extending down from the third staircase on B1.

From your landing spot in the southwest corner of the floor, head to the northwest. Take the stairs leading down to another section of B5, where you can follow the passageway south and east to an area containing four chests. In the northern part of the fork, the left chest contains a Flame Bow, the middle contains Sage's Wisdom, and the bottom chest contains Saint's Spirit. In the southern branch, the remaining chest contains a Knight's Armor, guarded by Adamantoise.

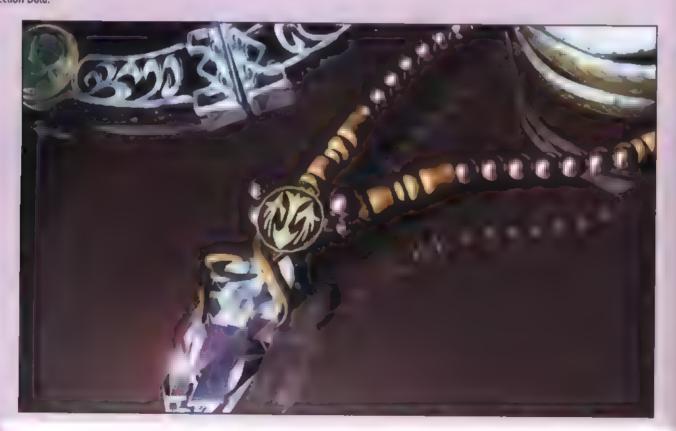


While one small Potion may not seem worth the rest of the trip up to B2, it's needed to fill out your Collection Data.



The Adamantoise is still tough, but not as deadly as the first time you fought it, even in a group.

Stop by Castle Deist to check up on things. After getting updated on the solemn events, return to Altair empty-handed, with neither a Dragoon nor a Drake to accompany you.



CHAPTER 8 LIVE IN THE ARENA



Check on Princess Hilda to calm Gordon's worries.



Fight the Queen Lamia when she ends her deception and attacks.



Let Gordon take Leila's place while you go rescue the real Princess.



Travel to the Coliseum in Palamecia.



fight the Behemoth in the



Be taken prisoner by the Empire.



Break out of prison, rescuing Hilda along the way.

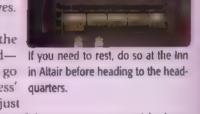
DECEPTION SWEET

Now that you have done your best to fulfill the King's last wishes, it's time to return to Altair to see what else can be done for the rebellion. Make the long sea voyage back to the coast just outside Altair. Enter the town and head into the now-familiar headquarters, stopping on the way to rest and manage your inventory. Be forewarned—Leila soon leaves your party for a short while, but directly after a tough fight, so while you may wish to remove important items from her, try not to remove too much. She needs all the strength that she can get before she leaves.



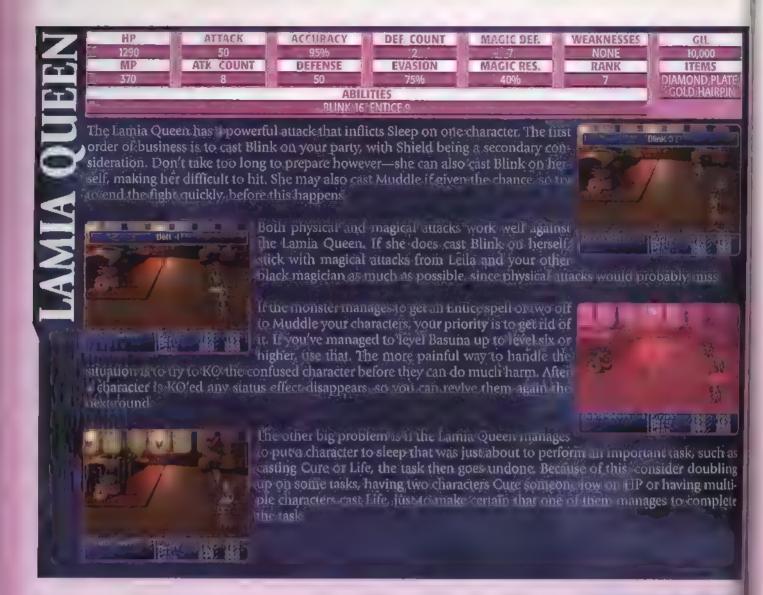
Back with the rebellion, it seems from the villagers' talk that the Princess is still acting very strangely. Gordon is also worried— If you need to rest, do so at the Inn when you speak with him in the throne room, he asks you to go in Altair before heading to the headcheck on her and see what you can do. Going to the Princess' quarters. room at the southeast of the building, you find her standing just

within the doorway, waiting to speak with Firion alone. The rest of the party steps outside, leaving the Princess and Firion together.



As the door closes behind his companions, Firion notices that the air seems to glow strangely. Within the odd atmosphere, the Princess attempts to seduce him, who suddenly cannot seem to resist. As he approaches the familiar figure of the Princess it suddenly changes, leaving a monster standing where Hilda appeared to be a moment ago. As the creature attacks however, Firion's companions hear the commotion and enter the room to help him, and the fight begins.





As the fight ends, your group is left pondering the obvious question—if this was an imposter, where is the real Princess Hilda? Immediately a messenger tracks you down with the answer to that question. Hilda, who apparently had a double substituted for her back on the Dreadnought, is still a captive of the Empire and is about to become the prize in the Emperor's upcoming tournament! You cannot let this happen, and Gordon also feels that he cannot sit idly by while the Princess is in danger. So Leila leaves your group for the time being, and Gordon takes her place as you head off to find the Princess.

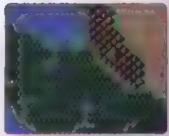


TO ENTER THE TOURNAMENT



Asking around at the rebel headquarters you learn that the Arena is in Palemecia, which in turn is far south from Kas'ion, across a dangerous desert. The arena has a prison underneath, which may be a good place to find the real Princess. After asking around, heal your wounds after your tough fight by resting at the Inn and make a quick stop at the Item Shop to pick up a few Gold Needles—some of the monsters where you are heading have a chance to petrify your party—then re-board your ship for Palamecia.

From Altair, Kas'ion is directly to the east. Remember however that the Chocobo Forest is just south of that, and if you like you can leave your ship off the coast of Kas'ion and take a Chocobo to the arena. Of course, you then have to make the trip back on your own. Crossing the desert also gives you more of a chance to toughen up, especially for Gordon, and to gather all the desert monsters for the Collection Data. If you wish to take a Chocobo, head directly east and leave your ship off the coast near Kas'ion, walking east between a narrow gap in the mountains. Otherwise, take your ship east then south, as the shortest way is to walk through the gap in the mountains to the southwest of Palamecia.



Make your way past the mountains to reach the desert of Palamecia.

Palamecia Desert Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ADAMANTOIS	E 450	50	- 60			1.2	200-500
ANTLION		717.8	11.14		##SON/HE		900-560
CHIMERA	5.0	-	1938	32	NON		300-600
GIGANTOAD	AN)	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	211				200-590
POISON TOA		49	ji,	- 1			50-100
SAND RAY	150		- PELLISE		NOME.		300-600
WILD HORN	300	40	35	The state of the s	NONE	5	100-400

As one of the villagers in Altair warms, the monsters in the Palameria desert are deadly. Luckily you have experience with some of them such as the Adamantoise and Chimera, so you shouldn't be taken by surprise too badly. Don't let your party get too worn down before entering the Arena. Once you enter and trigger the fight against the Behemoth, you cannot leave until your task is finished. Take a Cottage along to use before entering the Arena itself if you can afford it.

DESERT DUEL

As you cross toward the east side of the desert, a brown circular building below a castle perched amidst the mountains comes into view. The castle is unreachable, but you don't need to worry about that for now. The arena that you are searching for is the brown building at its base. Enter it, and walk through the large central arena toward where the Emperor sits on his throne at the top of the stairs.

Upon reaching the top of the stairs, two sets of bars appear, blocking the party's exit. As the Emperor calls for the fight to begin, a cell to the side opens, unleashing a fierce monster called the Behemoth. It looks like it's time to win the tournament!



Dangerous as the desert crossing may be, it's a good chance to get Gordon a bit more up to speed.

BEHEMOTH

	НР	ATTACK	ACCHRACY	BEE COUNT	MAGICIDEE	MEARNESSES	GII.	
	1620	85	95%		4.4	NONE	NONE	
	MP	ANK COENT	D841-W24	EVESTON	園中で10個型	RANK	TTEMS	
M	0	3	50	40%	50%	6	NONE	
	ARILITES							
1	The state of the s							

This is about as straightforward a Boss fight as you're going to find. The Behemoth hits hard, and is tough, but casting Blink, then Shield on your characters helps to reduce the damage your party takes. The Behemoth only attacks one character as a sime and does not cast spells or inflict status effects.

The Behemoth is somewhat resistant to mage, so if your black mage has a good weapon (like the Plame Bow) you are better off casting Berserk on your whole party and attacking repeatedly, intil the creature drops. This won't take too long, the monster is a less dangerous than the recently fought Lamia Queen, and I won't take too foo many rounds of constant attacks before it is finished.



BITTER REWARD

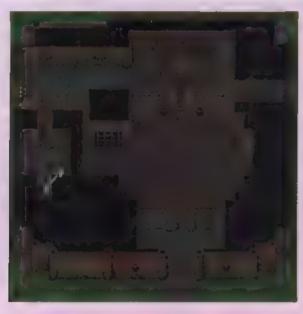
When you land the final blow, it is with the happy thought that as the victors you can claim the prize—namely the Princess Hilda. As an added bonus the Emperor is here within your grasp, and you step forward with the hope of a surprise attack that can end his reign here and now.



These hopes are shattered in a heartbeat. The Emperor knew your identity all along, and had set a trap for you. As you approach, he teleports away, leaving you surrounded by the Dark Knight and some of his other warriors. You are taken prisoner, and find yourself in one of the very cells from which you were hoping earlier to rescue the Princess!



COLISEUM









Coliseum Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
CAPTAIN	750	<u> 60</u>	50		NONE	.5	200-300
CHIMERA P	640	60	₹50°		NONE	284	300-600
DEADHEADS	300	40	25	34	FIRE	is .	200-500
DEADRINGER	80	25	17		PARALYZE		12-200
DOOM PETALS	540	40			FIRE, ICE		200-500
PARASITE	300			- 3 E	ICE		300-688
REVENANT	240		(7) FE	La La	FIRE		300-600
SERGEANT	140	313			NONE	T.	00-200
SORCERER	1140	25			NONE		1 400
SPECTER	300	70.5			FIRE		(30-800)
SPLINTER	240	2407	40E	3:1	NONE		700-800
WARLOCK		17'	19	3/2	NONE		<u> </u>
WIZARD	1.0	40	35	4	NONE	6	1000-1500

While there are many enemies within this list, the really tough ones, the Captain, Wizard, and Sorcerer only show up rarely. Stay away from the rooms that boost the encounter rate in B2. Visit only the rooms with the treasure chests and the staircase, and you should be fine.

Other than those enemies, the main worry is the Specter, which shows up commonly throughout the area. These are much like the Revenant in their attack and other strengths, but they cast Sleep against the entire party. Even worse, they (rarely) cast Break, as well. Unless you have Esuna level five or higher, you should keep a few Gold Needles handy. As a note, if you are mining out of Gold Needles and need to leave someone petrified, choose Gordon to leave as a statue. The other three separate from him soon, and they need all of their strength.

JAILBREAK

Now that you have a chance to breathe, heal up, then approach your cell bars and press \times . You cannot break free, but as you inspect the bars a familiar figure appears in the hallway. Pavel has heard of your plight, and has come to repay your own rescue effort back at Semitt Falls. He takes the guard by surprise and unlocks your cell, leaving you to fight your way free.



These monsters give their very lives to protect this...Antidote?

After leaving the cell, head all the way east and north along the eastern wall, where you soon reach a chest containing an **Antidote**. Although it is a common item, it is still guarded by a group of Splinters and other creatures from within the area. After the fight, return the way you came, then head north and east. Bypass most of the doors, entering only the one farthest to the east, the one physically attached to the wall. Here you find three treasure chests holding an **Ether**, an **Elixir**, and a **Cottage**.

Head north to the north wall, then east. The stairs are inside the room off by itself to the northeast. Take these stairs to B1, and follow the passage north, east, then south. When the passageway turns back to the west, take the first north passage, following it

as it curves in toward the center of the floor. At the very end of the passage lies the cell containing the Princess. Take this chance to remove any of the equipment that Gordon is carrying that you may want, as he is about to leave to attend his duties. Press \times to open the bars and free the Princess. While Gordon takes her to safety, the other three members of your party volunteer to be the distraction, which means fighting the remaining short distance out of the Coliseum with a party of three.





Head back out the twisting passageway to where it meets the wider southern corridor. Then head west along this corridor to the stairs. Climb the stairs to the first floor of the arena, then head along the passageway and through the throne room—and you are out in the open again, free.

CHAPTER 9 THE RETURN OF THE ROSE



Find the rebel camp and speak to the Princess and Prince.



Re-recruit Leila into your party.



Infiltrate the castle to defeat Commander Gottos.



Speak to Hilda, Gordon, and Pavel to find the secret entrance to the catacombs below Castle Fynn.



Collect the treasure, including the White Mask, from the hidden areas.

PREPARING FOR BATTLE



Although you have won your freedom, remember that you are still in the middle of a dangerous desert. Make your way carefully back to your ship (use the World Map if you cannot remember its exact location), and return to Altair.

Inside Altair, a single soldier is stationed at the entrance to town. Speak to him and he tells you that the rebels are finally ready to attack and retake Castle Fynn. Princess Hilda, Prince Gordon and the others have already left to set up camp outside the city and await your arrival. The entire town is deserted except for the lone soldier and the various shopkeepers and innkeeper. Take the time to rest and manage your inventory, then head out once more to meet the rest of the army.

Travel north toward Fynn, using the river and Canoe once again if you wish to avoid the weak random monsters around the area. Just to the west of where the river meets a small lake is a small group of tents that has been raised recently. Enter and approach Hilda, who stands in the north of the camp. If you like, use the Wild Rose keyword to make certain that she's the real thing. She is, and she is thankful for your help in rescuing her and in destroying the Dreadnought.



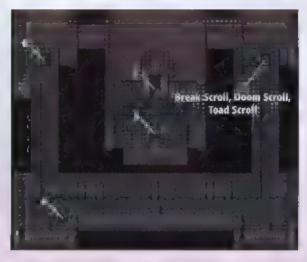


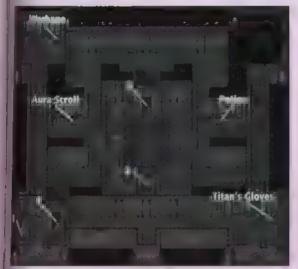
Now approach Gordon. He has a new mission for you—sneak into Castle Fynn and take out the commander. As you have been

successful in a small group in the past, he realizes that you work best in this way. There's nothing to it but to cross the lake to Fynn. Once inside the walls, head directly north to enter the castle instead of the town. If you'd like to challenge your party and take on a few foes before infiltrating the castle, remember that the Captains are still wandering the town of Fynn, and you can test your strength against them.

CASTLE FYNN











Break Scroll

Doom Scroll

Toad Scroll

Aura Scroll

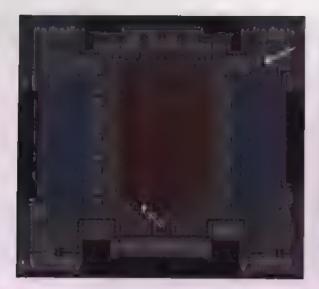
Werebane

Potion

Titan's Gloves









Castle Fynn Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
CAPTAIN	750	60	50		NONE		200-300
GHIMERA	TOTAL CONTRACTOR	Page.	No.	- 4	NONE		300-600
DEADHEADS	100	M. (F)	17.74		FIRE	4/1	200-500
DEADRINGER			. Jifku	- 1	PARALYZ	- 1	2-200
DOOM PETALS		- (1)		97			303-500
GHAST	(01)	J+L		- 6-	FIRE	-1	50-300
REVENAN	2)A(1)	v.PL	74,	Jan	- 31 R 2		00-60
SERGEANT		n in	0.19		NON		190-200
SORCERE	CI	The latest the second	, i i j	3.0	RIONE	- 1	(00
SPECIER	3(4)	- dd			FIRE		100-800
SPLINTER	2.7	- (1)	1978)		NONI		400-800
STUNNET	112				NON		50-300
WARLOG	- 18	Tri Tri	11		PHONE		350%
WIZARD			, it,		140N		1000-150m
WRAITH	60	9'	9	2	FIRE	2	25-200

The monsters here are not especially dangerous, except for the groups of Sorcerers, Wizards, Sergeants and Captains that show up from time to time. These encounters are dangerous due to the magic casters' nasty status effect spells. Euckily these monsters are not as common as the rest of the random encounters, although they're also not exceptionally rare.

Remember, if a character has a nasty status effect that you can't get rid of, you can always try to KO him or her by attacking with one of your own fighters. When the downed character gets revived, the status effect is gone, except for a petrified character, so be especially careful of Break.

LOCTING THE PROPERTY OF THE CONTROL OF THE CONTROL

STORMING THE CASTLE

Once inside the castle, you quickly see a figure standing in front of the first staircase. Leila has been waiting for your group where she knows you must show up sooner or later, and she is ready to retake her fourth position within the group. Speak to her to get her back into the party.



Avoid the main staircase for now. Head along the east passage and follow its twists and turns toward the northwest where it leads to a room with two treasure chests. The chest on the left contains 2000 Gil, while the one on the right holds 1000 Gil. Make your way back down the passage to the entry hall, and take



the western passage. Take the first side passage to the north, which leads to another chest holding 1000 Gil. Retrace your steps, then continue taking the western passage, following the south branch as it forks. This leads to a separate staircase to the second floor that in turn leads to a 3F staircase.

Once on the 3F, take the eastern passage. Follow it as it turns north and leads to a room containing three treasure chests, each containing a useful spell for your black mage: a **Break Scroll**, a **Doom Scroll**, and a **Toad Scroll**.



Return to the staircase. The north passage leads to a room with mysterious mirror, but there is no real need to visit it now. Instead, return to the first floor and the entry hall, this time taking the main staircase upward.



Once in the main hall for the second floor, head west to get to a treasure chest sitting in an alcove. Open the chest to obtain an Aura Scroll and trigger the attack by its guardians, a group of Sergeants and Sorcerers. After defeating the foes, walk to the alcove just to the south then walk through its western wall, where there is a hidden opening into the adjacent passage. Follow this passage north to loot a chest containing a Werebane, then return to the main 2F hall. Back to the east and opposite the first chest on the floor is another chest holding a Potion, this one guarded by a group of undead, which are easy enough to dispatch. Just east of the chest is another hidden entrance to an eastem corridor. Follow this corridor south, where you can find the Titan's Gloves in another chest. Take the gloves and return to the center of the floor, then take the stairs up to the third floor.

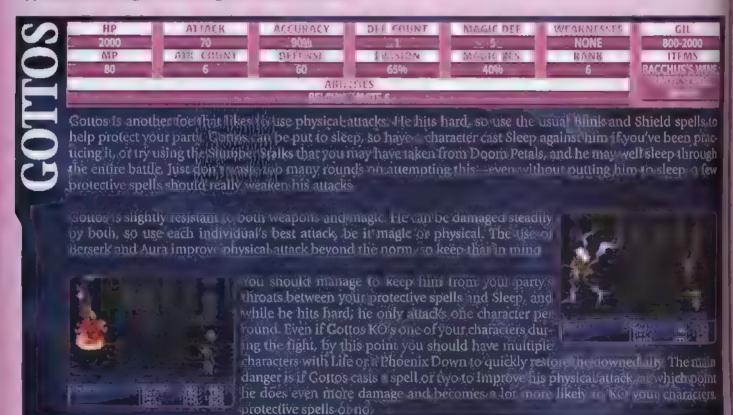








From the small third floor, go directly to the fourth floor and to the north end of the large throne room. Against the north wall are two thrones, and in one of the thrones sits Gottos, the commander of Castle Fynn. After preparing your pany approach him to begin the final fight to retake the castle.



FREE FYNN

Fynn Shops

ARMOR	SHOP
Item	Cost
Gold Shield	1000
Titan's Helm	600
Golden Mail	2500
Gold Plate	1000

WEA	PON	SHOP	
Item		Çost	
Werebane		3000	
Trident		5000	
Wing Blade		5000	
Flame Bow		5000	

1TEM SHO	P
<u>Item</u>	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
<u> Maiden's Kiss</u>	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elixir	50000

S H O P
Cost
3000
3000
3000
3000

Shorping Recommendations Equipment and Items

Upgrade your characters' equipment appropriately, and if your funds get a bit low, hold off on purchasing a Golden Shield and one of Golden Mail or Plate since they're going to turn up in the next area. If your inventory is filling up, glance ahead and read the Inventory Management tip.

Shopping Recommendations Magic

None of the spells available are immediately necessary as the enemies in the next area generally have elemental [1] weaknesses. Additionally, there's quite a Magic Shop coming in the near future, so you may wish to save up for the trip there.



A CHANCE TO REST

After the defeat of Gottos, the rebel army returns to the castle to make it their home. With an entire army around to keep the peace, the castle is free of random attacks, and the town is back to normal.

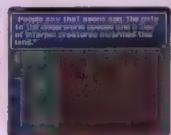


There is one sour note marring the otherwise happy occasion. Speak to Hilda, who tells you that after Mindu left for a place called Mysidia, he has not been heard from again. Memorize the

keyword Mysidia, and ask about it for more detail. Learn the keyword Mask, and ask about it in turn. Hilda tells you that the White Mask is found in the lower levels of the castle, behind a magically sealed door. She tells you the spell to open this door—the words Ekmet Teloez. Memorize, then ask about it.

Now speak to Gordon, sitting in the throne beside Hilda. Ask

him about Mysidia, and he gives you more detail on the spell in the tower. Ultima Scroll is a new keyword for you to memorize, although asking Gordon about it gives no real information. While you are speaking to Gordon ask him about the password Ekmet Teloez as well. He tells you that if Hilda does not know the location of the door, then Pavel the thief might. When you are finished talking to Gordon, go back to ask Hilda for a little more information on the Ultima Scroll if you wish.







Head back down the castle. Take this chance to finish emptying any treasure chest that you missed earlier. When you reach the bottom of the castle, stop to visit the town of Fynn again. Rest at the lnn, and shop at the stores that have just reopened.

After you've finished shopping and selling items, enter the southwestern house in town. This is where Pavel lives, and he's ready to help out with information. Ask him about the password Ekmet Teloez and he tells you that the hidden door is in the



upper right corner of the castle's Grand Hall. Now it's time to use the password to go retrieve the Mask.

CASTLE FYNN'S HIDDEN AREAS













ITEMS	FOUND
Golden Mail	Flame Shield
Gold Shield	Silk Web
Gold Plate	Blood Sword
Knife	Flame Mail
Eye Drops	Backstabber
Shirt	Orichaldagger
Potion (x3)	White Mask
Maiden's Kiss	The state of the s

Castle Fynn Hidden Section Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
ADAMANTOISE	450	50	- 60		(° 3		200-500-
TAN .					19 211 20	-	
AST .							\$0-396
13. 和食品的過程的形式	1,20	H.					100-80
SIGRE CHIEF !					NO N		1949-500T
CIGHTANA	TY I		n		NON		200
PARASITE					163		
ZERIEWE.	-VAI				- Liga		300-600
HHYOS					HOME		100-1001
SCREAME					MON		100-401
SPECTER	-63				Halasi		90-86(
SPLINTE	4				MONE		00-900
STUNNER					NON		30-300
SWAPPER					SPEC		107.440
WRAITH	60	9	9		FIRE	7	25-200

The enemies in this area are actually a nice change of pace. They're not too tough, especially if you've built up your characters a bit against the toughet monsters in Castle Lynn. Even the monsters that formerly damaged your party, such as the Adamantoise, are getting much easier. The main threat is the group of Rhyos that guard one of the chests on B4. Otherwise, take this chance to practice any new spells against the foes you meet, such as Flare or Doom, since you don't need to concentrate so much on just staying alive. Better yet, if you run up against a group of Screamers, they heal your party rather than attacking normally

CASTLE FYNN

Return to Castle Fynn and climb back up to the throne room on the fourth floor. Approach the northeast corner of the room, and press to inspect the northernmost section of the east wall. Although you are told that "Nothing was found," you



are also given the Word Memory System menu as a prompt. Choose the Ask option, and select the keyword Ekmet Teloez. The secret door that was hidden in the wall opens, allowing you to step through. From the secret room, climb steadily downward until you reach the first floor, where you can see the rest of the castle surrounding you and a field of grass to the east. Pause here before continuing your journey downward.

In the center of this 1F passage is a hidden exit leading east out onto the lawn. Take this exit and walk south, then west through a second hidden entrance in the wall that leads into the south passageway. This in turn leads to a room containing three treasure chests. From left to right they hold: Golden Mail, a Gold Shield, and Gold Plate. Return to the original passage, and continue down the stairs to Castle Fynn B1, where the passages open up into a larger series of rooms for you to explore. Be careful—while the upper levels of the castle have been cleared of monsters and enemy soldiers, the lower levels behind the secret door have remained untouched by your allies.







In B1, first step to the south and east to loot a chest containing a Knife at the end of the corridor. Return to the base of the staircase, then thread your way northwest to claim some Eye Drops from a chest in the corner. Move to the east, take the southern

branch south and east until you reach a chest that holds a **Shirt**. Then return to the last fork and take the passage east, where you find the stairs leading down to B2.

On B2, head east and then north to obtain a **Potion** from a chest. Next follow the passage west until you find the chest in the southwest corner that holds a second **Potion**.

Walk briefly north and east to leave the passageway that held the chest, then head directly north to reach a chest containing a Maiden's Kiss. Leave that corridor and head east, where a few twists and turns will bring you to the B3 stairs, which you then take to the next level.



If you run into a group of Screamers

try to let your group get healed up

When you reach this floor, head directly south where another Potion in a chest awaits. Head back out of this passageway and follow the southern wall to reach a chest in the southwest corner of the floor, this one holding a Flame Shield.

Follow the passages up to the northwest corner of the room to a chest holding a **Silk Web**. Just to the south of this chest is the stairway leading to the next lowest floor.

Down on B4, follow the passageway as it curves north and branches off to the east and south. Take the short, east branch to collect a **Blood Sword** from a treasure chest guarded by a group of undead. Although this sword may seem weak, even with its special abilities, save it! It can come in handy later on. Go back and take the southern passage next, heading east when you can, and north to relieve the northeast chest of a set of **Flame Mail**. To the south and east of this chest is another containing a **Backstabber**. After looting this chest, head directly south to take the stairs down to B5.

The fifth sublevel is flooded with muddy water, but you can safely ignore this and wade through the passages to reach your destinations. Head all the way east from the stairs and then north and slightly west to a chest that you can see sitting in the passageway, containing an **Orichaldagger** and a group of guardian Rhyos, Chimera-like creatures that are tough but not extremely dangerous. Just watch out for their Bad Breath attack, and otherwise treat them much as you would a Chimera. Just to the north of this chest are a group of doors in a row along the northern wall. The second door

from the right holds your destination. Here is the chest holding the White Mask, north of which is a portal to transport you to the outside of Castle Fynn. Breathe a sigh of relief, and return to the town to rest and sell any extra inventory.



CHAPTER 10 MYSIDIA AND THE MASKS



Learn about the town of Mysidia from Princess Hilda.



Travel to the Tropical Island and enter the cave you find there.



Travel to this city, on foot or by ship.



Retrieve the Black Mask from 85 of the caves.



Learn about the Masks, the Crystal Rod, and the Ultima Scroll from the villagers and the library.



Place the White Mask on the statue below town.

Mysidia Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GILS
ROMR	640	- 11	50	The same of the sa	TRE BOIT		300-600
Toring Hills	Lay De				NONE		400-800
DARK FLAN	1973)		(99)	OUT WITH	LIRK		290-690
GIGAN RHING)	4,11		HONE		500-1000
COLUMN STATES		4					(60-800)
		1.1.					25-200
THE PROPERTY.		- 1	17.		BOD		0-30f
INEVENANCE.	20,13				FIRE		00-600
SHIDIES.			-		MONI	-	PR-50 \(\)
8744191	10.				FIRE		400-870
PIRE	F11			_:_	183E		9G-109
WARLOC:	_ 14				NON		30.
WEREWO!					NON		190-1008
ANGEDRA	No.		- 511		NONE	-	400-900
WRAITH	tim GU	9	9		FIRE	2	25-200

Which creatures you fight depends on where you are in your walk to Mysidia, and just where you are coming from The Vampirettes and Mantis, for example, tend to be more toward the northeast of the continent, you might run across them if you land a ship. The Soldiers tend more toward the early sections of the land bridge.

The monsters encountered on the way to or from Mysidia are not extremely dangerous. There are a few status effects that you may need to worry about, depending on your levels. Watch out for the Red Mousse and Dark Han. They both have high Defense, and should be taken out with spells.

MYSIDIA

Mysidia Shops

ARM	OR S	нор
item		Cost
lce Shield		5000
Knight's Armor		5000
Thief's Gloves		1000
Titan's Gloves		2000

WEAPON	S н о г
Item	Cost
Power Staff	8000
_ Flame Lance	15000
Ogrekiller	15000 J
ice Bow	5000

ITEM	SHOP
Item	Cost
Potion	50
Hi-Potion	500
Eye Drops	100
Antidote	200
Cross	1000
Mallet	2000
Maiden's Kiss	2500
Gold Needle	2500
Phoenix Down	5000
Ether	2500
Cottage	5000
Elíxir	50,000

MAGIC	SHOP
Item	Cost
Fire Scroll	400
Bolt Scroll	400
Ice Scroll	400
Cure Scroll	200
Blink Scroll	400
Shield Scroll	400
Shell Scroll	400
Barrier Scroll	8000
Wall Scroll	8000
Swap Scroll	8000
Moly Scroll	20.000
Life Scroll	1500
Faze Scroll	1500
Banish Scroll	1500
Warp Scroll	1500
Fear Scroll	800
Basuna Scroll	800
Esuna Scroll	800
Silence South	REP

Sugiffus Recommendations Equipment and Items

You should have the drill down pat at this point: sell off extra items and equipment, and upgrade everyone's weapons appropriately. Definitely visit the scroll merchants to upgrade the magic in your party first.

SHOPPING RECOMMENDATIONS

Magic

As Mysidia is a town of mages, it is only to be expected that they have a huge selection of spells to buy. Pick up the spells that some of your characters may have missed in your earlier journeys. There are also first time finds such as Holy. The spells are sold by a number of different shopkeepers, each selling four different spells, much as in the Item Shops. The spells are listed in the order that they are sold from left to right



TOWN OF MAGES

Return to the castle's top floor and speak to Princess Hilda. She tells you that you should take the White Mask to Mysidia, which is located on the continent south of Fynn. To reach it, either return to your ship and sail to the southern continent, or walk along the land bridge that connects the two continents. The town is just south of where the land bridge ends, represented by a few small brown buildings just west of a mountain range.

When you arrive in the town, you discover people dressed in the clothing of mages going about their everyday business. Talk to the villagers as you rest and shop to learn that the two masks are needed to gain entrance to the Mysidian cave. They are used to find an artifact called the Crystal Rod, an artifact needed in turn to find the Ultima Scroll. The Black Mask is found on a small island in the middle of the ocean.



Don't forget to visit the huge magic shop while you're in Mysidia.

Before you go chasing around anywhere else, stop to visit the great store of books within Mysidia. Enter the unmarked building in the southwest of town. Approach the right side of a bookshelf sitting against the north wall and press 🛣 . You are given the opportunity to look up information on the various keywords. Ask about nearly any keyword in your list to find out more information on the subject, filling in a few more pieces of the story. More importantly, ask about the keyword Mask to learn just how to use the two masks once you have the matching set.



Leave the library and walk east within the city to where a staircase leads underground. Follow the sandy passage west to a statue. This is the "goddess" that the book on the masks described. Inspect the statuethen select the White Mask from the list of items to place the mask upon the statue. Now you need to find the Black Mask before continuing to the Crystal Rod's cave.



TROPICAL ISLAND



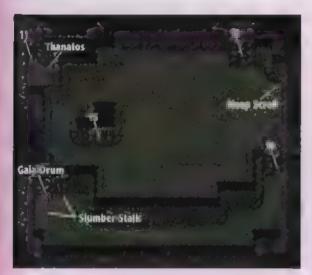






TROPICAL ISLAND







ITEMS FOUND						
Eye Drops	Blind Scroll (x2)	Gaia Drum				
Hi-Potion (x2)	Slumber Stalk (x3)	Thanatos				
Ether	Silk Web	Sleep Scroll				
Silk Web	Garlic 📝	Black Mask				
Poison Scroll (x2)	Phoenix Down					

Tropical Island Area Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
DEADHEADS	300	40			111		200-500
ESAVANIA -				- 15-	ARTO:		
CHAST	2.13	-2					
(a) (a) 10 / 10 / 10 / 10 / 10 / 10 / 10 / 10	- 177			-			31-2001
ROKON (CA)	Barin .				1]44		101
Ess World					DOE		
SHADON	1111				i a tal diff		
SHUNNESS	1,00				TON		
WEKERA					11011		
WHE HOM	199				NON!		
(WRATE)					siglistiff.		13-26 to
YELLOW JELLY	45	11	210	- 2	FIRE, ICE	7	3-25

If you are coming directly to the cave after winning your own ship, the enemies within the cave are challenging enough that you may need to exit and rest once or twice. The enemies within the uppermiss leads are much the same strength that you or already fought as random encounters, while those further down are a bit strenger but still something that you can handle

If you are taking the events in the order that you learn about them in the gamz, this cave should be a walk in the park. Even the boss at the end of the cave is an enemy that you have fought as a random encounter previously. The only slight problems are the still powerful Deadheads, plus the Red Mousse and Yellow Jelly, which require magic attacks to wipe out.

Island Shop

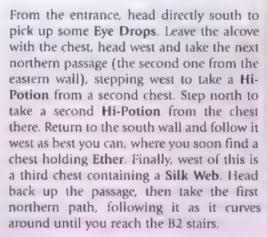
Item	Cost
Demon Axe	10000
Demon Spear	10000
Ruby Plate	800
Gaia Drum	8000

SHOPPING RECOMMENDATIONS Equipment and Items

If you've shopped in Mysidia, the weapons and armor are less powerful than what you probably already have. Also note that the Demon Axe costs 10,000 Gil to purchase, but only returns 500 Gil if you decide to sell it back!

ISLAND PARADISE

From Mysidia, return to the spot where you left your ship. Sail through the channel between continents to the east of Altair. The Tropical Island is in the center of this great ocean, visible on the World Map as a small yellow dot to some distance north of Salamand. Land on the small bit of open ground in front of the cave and enter.







The Hi-Potions you collect here are a lot more useful than the Potions, which you should try to use up by now.

LAVE THOSE CHESTS

payama Energy to program



If you conquer these caves in the normal order of things, you probably already have all these spells by now, but they're good to sell. Down on the next floor, follow the passage to an open area. Head east to claim a Poison Scroll from the chest in the northeastern corner. Head south along the eastern wall, and at the south-east corner is another chest with a Blind Scroll. Head north out of this secluded corner and take the first turn to the west to come across a chest holding a second Poison Scroll. South and west from this chest is a second chest containing a Blind Scroll. Ignore the set of stairs just north of this chest for now. Retrace your path back to the north wall and follow the wall west to reach the northwest corner, where a final chest waits holding a Slumber Stalk. From this chest, head directly south and down this set of stairs to reach B3.

At the bottom of the steps, follow the only passage south. Loot the chest with a **Silk Web**, then take the next set of stairs to B4. Here again you are given only one passage to take, leading directly up to the first floor.



This section of the Tropical Island is not the dungeon that you have come to expect. It is a village, inhabited by strange islanders all wearing masks. The villagers tend to either consider you strange for not wearing a mask, or they taunt you with their belief

strange for not wearing a mask, or they taunt you with their belief that you can never find their treasure, the Black Mask. One villager is different, however. He's in red garb, while the others are in purple. He is the island's shopkeeper, and by speaking to him you can sell extra items that you picked up in the caves, and buy four other items.

THE PATH NOT TRAVELED

After taking a moment to enjoy the peace within the village, retrace your steps to B2 (using Banish to speed up the trip if you prefer). Follow the passageways back around to the second B3 staircase that you ignored earlier. Take these stairs to start exploring the second section of the island caves.



Once on B3, head directly south to take some Garlic from the treasure chest there. Head back up the passage and continue to follow it past the stairs. After a few twists and turns it leads to another set of stairs leading down. Now on B4, you have an even

greater choice of stairs to take this time, with four different sets located at four different corners of the floor.

For now, take the set of stairs just to the south as these are the closest. This first set of stairs leads back up to a new section of B3. The chest at the north end of the section holds a **Phoenix Down**, but it also has a group of undead guarding it. Dispose of them, and return down the stairs to B4.

Head east along the south wall to take the southeast set of stairs to another section of B3. These stairs lead quickly back down to a new section of B4, and then further down to B5.

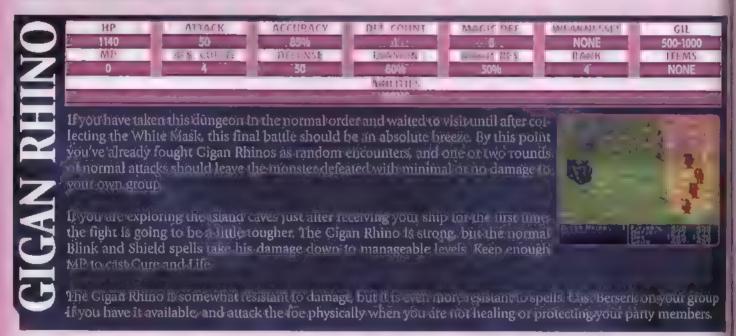
At the end of a long passage is an area with three treasure chests. From the top left chest you receive a Gaia Drum, guarded by a group of Wild Horns and Poison Toads. Move on to the other two chests, each of which holds a Slumber Stalk. Retrace your



steps along the stairs and passageways to the B4 room with the yet unexplored sets of stairs.

Cross the entire room to reach the northwest corner, where a set of stairs leads down to B5. Just at the bottom of the stairs is a treasure chest holding a **Thanatos**. Grab it, and return back up the stairs to B4.

For the final set of stairs, head east along the north wall. Stop to pick up 1000 Gil from the treasure chest found along the way. Then continue east to where the stairs lead down to the last section of B5. Just at the bottom of the stairs you can collect a Sleep Scroll from another chest. Cross the muddy water to the west to find a doorway leading into a separate room. Here, you find a frightening monster guarding the final treasure chest of the area. Prepare your party, then speak to the monster to begin the Boss fight.



Upon defeating the Gigan Rhino, step forward to claim your prize. The chest that he was guarding holds the Black Mask, your final key to finding the Crystal Rod and opening the Mysidia Tower in search of Mindu and the Ultima Scroll. Head directly north from the treasure chest to be warped back to the surface next to your ship, then head back to Altair.

CHAPTER 11 THE KEY TO THE TOWER



Head to the Mysidian Cave, located east of Mysidia within the ring of mountains.



Find the Doppelganger in B1 and place the Black Mask on it to pass.



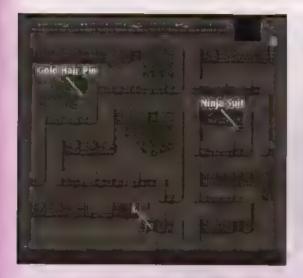
Climb to B5 to retrieve the Crystal Rod.

Mysidian Cave Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
вомв	640	60, -	- 13		FIRE, BOUT		300-600
BRAIN	240	110	493	3.	SPIRIT	NO. INC.	300-600
COCKATRICE	370	4.3		3	NONE		0400-800C
DARK FLAN	370		12.1	Ä	FIRE		300-600
DOOM PETALS	540	960	76	1	FIRE JOE		200-500
CHAST	100		-1	2	FIRE		50-300
GHOST	540		_ 9	X	MIRE		500-1000
HOWLER	20	,W			NONE		100-400
MALBORO	750			a a	BOLT		.300-600
PARASITE	300	53.0		3 -	MGE		300-600
RED MOUSSE	100	/II.	$\langle i l^{\dagger} l \rangle$	2 -	BOUT		\$50- 3 00@
REVENANT	240	111	17.7	3	FIRE		300-600
RHYO\$	750	1	17.17	4	NONE	_	500-1000
SHRIEKER	540			3	NONE	-	12-100
SPECTER	300	ME	4.7	3	FIRE		400-800
SWAPPER	140	, (d),	100	3	SPIRIT		100-400
WINGED RAY	750			4	NONE		400-800
WRAITH	60			-2	FIRE		25-200
YELLOW JELLY	45	17	210		FIRE, ICE	2	3-25

While a few of the enemies here are challenging, like the chest guard Bomb, or the Rhyos and Ghost combos with their nasty spells, they should not pose much problem. Strong fighters can defeat most of them easily, while Red Mousse and its relatives require a few spells. Your main worry it getting a nasty status effect or two in battle that turns your party against each other. If the foes do manage to wear you down, this dungeon can be warped out of, making it easier to take a rest.

MYSIDIAN CAVE













ITEMS FOUND

Gold Hairpin

Ninja Suit

Power Staff

Flame Lance

Ice Bow

Ogrekiller

Potion (x5)

Phoenix Down

Mute Bell

Gold Needle

Drain Scroll (x2)

Mini Scroll

Osmose Scroll

Crystal Rod

DOUBLE TROUBLE

With both masks recovered and the White Mask in place, it's time to head to the Mysidian Cave to put the second mask to good use. The cave is located to the east of Mysidia, within a ring of protective mountains. Land on the coast opposite the gap in the mountain range and head to the center to find the cave's entrance.



Inside the entrance, move to the north wall and head west. At the western edge of the floor, head just to the south to collect a Gold Hairpin. Retrace your steps to the southern passage that you passed on your way, and follow it south briefly to take

the first eastern passage. Head down the stairs to retrieve another chest's contents, the Ninja Suit. Head back up the stairs to follow the western passage as it leads west and south down another set of stairs. Follow the southern wall to the east, where you soon come to a clone of Firion blocking the path. With the White Mask safely on the goddess's statue, the doppelganger is standing still. Approach it and press X, then select the Black Mask from the item list. As you place the mask onto the double, both the figure and the mask vanish, leaving you free to enter the door beyond.

DEEPER INTO



Some chests in this dungeon, like the Flame Lance, are reached through secret openings in the walls.

The door opens into a stair-well leading to the next floor of the cave system. On B2, exit the stairs, then climb up to where you face a four-way intersection. Head first to the north, and east along the wall where you can descend another set of steps to retrieve a Power Staff. Go back up the stairs and continue east to a chest behind

an apparently solid wall in the northeast corner of the room. Head south along this wall until you reach the center of the lower portion, then step east, where you can walk through a hidden entrance into the chest's room. Take a Flame Lance from the chest, then walk back through the hidden space into the passage. Follow the various passages to the southwest of the floor, taking the stairs you find at the southwest down to a passage that ends in a doorway, which in turn leads to the B3 stairs.

The third floor down is flooded in various spots with water. Wade through it to reach the stairs leading up to the main passageways of the floor, then follow the passageways west and north to another apparently walled-off area.

Around the center of its east wall is another hidden opening. Enter it and wade through the water to claim an Ice Bow from the chest. Return through the opening and take the passageways to the southeast section of the floor, where a set of stairs leads down into the southern section. Head down these stairs and then just to the northwest, where another chest, guarded by a group of Bombs, holds the axe Ogrekiller. Continue to follow this passage west, bypassing the first door, then north, where you can enter a second doorway to reach the stairs down to B4.



Follow the passage on B4 as it leads south and east, taking the set of stairs up when you reach it. Follow the west passage as it twists its way north, stepping down into the eastern section when you near the end to claim a Potion from the chest there. Once

you are in this lower section continue south, then walk west to face a choice of three doors. Enter the center door to find a room with three chests containing a **Phoenix Down**, a **Mute Bell**, and a **Gold Needle**. Exit the room then continue southeast to find a new door in the corner. Behind this door are the familiar stairs leading to the next level.

Scattered throughout this lowest section are the majority of the dungeon's chests. Just to the east of the stairs when you enter the level is a chest holding a **Drain Scroll**, guarded by Ghosts. Go farther south and east into the area, taking the stairs up to the upper section of the level when you reach them. Head north along the east wall. About halfway up the narrow passageway, turn west through another hidden entrance. In the south end of this walled-in section, loot a **Mini Scroll** from the treasure chest. At the north end of the section four chests are lined up, each of which contains a **Potion**. Return east through the hidden opening in the wall, then head north and west, following this western wall south until you reach another set of stairs leading down to the western section of the level. Travel west and north to where

you find a doorway at the level's northwest corner. Inside the doorway are three chests. The left holds another Drain Scroll, while the right holds an Osmose Scroll. The center chest holds your prize, the Crystal Rod, unguarded for a change.



Now that you have the key to Mysidia's tower, warp back out of the dungeon (or take the long way back if you prefer). Walk back to Mysidia for a well-earned rest before heading out to put your new prize to use.

CHAPTER 12 IN THE BELLY OF THE BEAST



Set sail for the Mysidian Tower with the Crystal Rod.



Sail through a reef and be swallowed by a sudden whirlpool.



Explore your new surroundings, gaining a new party member along the way.



Defeat the Barrel Worm to regain your freedom.

SETTING SAIL

With the Crystal Rod in hand, it's time to open the seal to the Mysidian Tower and search out Mindu and the Ultima Scroll. After resting and visiting the shops in Mysidia, return to your ship and head for the tower, located inside a circular reef in the small sea west of Altair and north of Mysidia. Before setting sail, take any equipment you wish to keep off Leila, as you are about to lose track of her. Make sure you have some restorative items with you, as it may be a short while before you can find an Inn again.





As you head through the narrow gap in the reef to reach the tower, there is an ominous quaking and the sea itself goes wild. A giant whirlpool appears and the ship is sucked inside.

Disoriented, the characters find themselves in a strange organic area, apparently safe for the moment. The group quickly realizes to its dismay that it has lost Leila. There is no time for worry as you must press on and explore your new surroundings.

Leviathan Interior Encounters

NAME	HP	ATK	DEF	M.DEF	WEAKNESSES	RANK	GIL
BOLIFISH	540	60	58		NONE		400-800
MANTA RA		w.J.			i(e)p		100-800
SEA DRAGON	(910).		20		BOLL	-	190-900
SHRIEKER	540	35	40		NONE		12-100

All three foes that make up random encounters are new and tougher versions of monsters previously faced. Watch out for the Boltfish and Sea Dragon's powerful magic spells. Keep the group healed after wading through the areas of acid to stay strong enough to fight. The foes should not be incredibly dangerous for a while, but there are no places to rest within this beast.

The Shrieker is the exception to the sea monster theme of the area. The Shrieker is the guardian of one of the chests, and should not be too difficult to destroy despite its strong spells.

LEVIATHAN











INSIDE THE MONSTER

At the beginning there is only one passage to follow, so start walking, picking up the Headband and Power Sash from the chests along the way. At the end of the twisting passage is a strange gash in the wall. Just walk through this entrance as you would a regular door to move to the next level.



In the Stomach level, head north from the entrance to speak to another trapped man. He informs you that you are inside the beast Leviathan, which means that you must have been swallowed when your ship was trapped by the whirlpool. Just to the west is the room of another trapped soul, along with a chest containing a Power Armlet.



When you try to head further west down the passage your path is blocked by a strange armored figure. Speak to him, and he asks for proof of your identities. Before showing him anything, ask him about various keywords. Asking him about the Dragoons



reveals that this is a Dragoon standing before you. Show him the Crystal Rod and he sees that you are after the Ultima Scroll. He had been searching for the spell himself before being pulled into the Leviathan, and he offers to travel with you for the time being. This is Gareth, the Dragoon who disappeared from Deist in search of the Ultima Scroll and had not been heard from since. Could Mindu have met a similar fate?

Exercise State Control of the Contro



Beyond the place where Gareth stood, speak to a few more hapless prisoners. When you are done talking to people, leave the level through another gash to the northwest.

ESCAPE!

The next level area is the mouth of the beast, and close to freedom. Head west along the passage and then north through a gap in the creature's teeth to collect the Terra Sword from a chest. Then head directly south, where a chest guarded by a



group of Shriekers holds a **Diamond Shield**. Now you have only one major fight ahead of you before you can continue on your journey to Mysidian Tower.



At the western end of the area is a ship sitting inside the mouth's opening, just waiting to take you to freedom. As nothing in life is this easy, a large, worm-like creature guards the ship. By now you know the drill—heal your characters, and prepare for



battle. You may even wish to wander around the area for in order to beef Gareth up a bit, though you should be careful not to overdo it, as there in no way to rest and recover until you win your way past the worm-like creature. If you have not equipped Gareth with the Blood Sword for regular fights, do so now for the moment. When you are ready, approach the Barrel Worm, and begin the battle.

HP	ATTACK	ACCURACY	אַריותן פות	MARKET BEE	MEGKNESSES	GH.
2000	120	950	وسات	- 4	NONE	1500-2000
MP	多。2. L(美)之。	OFFICIAL	Element with	Marie R. S.	总统解析	1777.675
<u> </u>	6	100	1046	50%	7	NONE I
			MERLITIES			

The Barrel Worm predominantly uses powerful physical attacks, so immediately cast Blink, followed by Shield, to give vour party some level of protection against the relentless pounding



This is where the Blood Sword's usefulness begins to become apparent. Against certain powerful monsters the usually weak sword does great amounts of damage to the foe; while still healing the wielder. Although Careth is probably much weaker than the test of the



party, with the Blood Sword in hand he an greatly damage the Barrel Worm while keeping himself healed, so long as the monster does not KO him to one hit which is possible

The Blood Worm has some level of protection against both magical and physical attacks, but with the skills of your party this is not enough to protect it for very long cast Berserk to improve your physical attacks, and have each party member use their own hardest-hitting form of attack. Although the Barrel Worm can deal a great mount of damage in return, it only attacks once per round; which leaves you capable of reviving those who fall to the assault. With the use of the Blood Sword and your other strong fighter's attacks, even the powerful Barrel Worm falls within few short rounds.





Now that you have defeated the monster guarding the ship, nothing stands between you and freedom once more. Don't worry about going back to fetch the other prisoners, as it does no good. Instead, board the ship to reach the outside world. By

this point you are probably a bit worse for wear, so return to Altair or Mysidia for a bit of rest and recovery before returning to unlock the secrets of the tower. Or if you prefer, continue on to the base of the tower and use a Cottage before entering, although you won't be able to sell off any extra inventory and re-supply your characters.



CHAPTER 13 THE SEAL AND THE SCROLL



Use the Crystal Rod to enter the Mysidian Tower.



Fight the White Dragon on the ninth floor.



Fight your way in the third floor and face the Fire Gigas.



Climb to the tenth floor to find Mindu and watch him break the



Continue to the fifth floor and defeat the Ice Gigas.



Claim the Ultima Scroll, the most powerful spell known in the



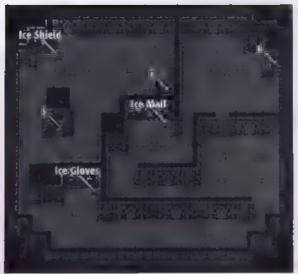
On the seventh floor, defeat the Thunder Gigas.

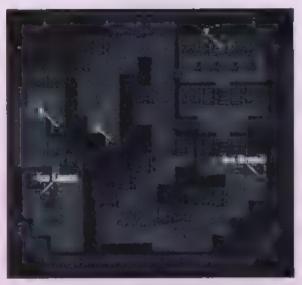
MYSIDIAN TOWER

























ITEMS FOUND								
Staff (x3)	Flame Helm	ice Brand	Flare Scroll					
White Robe	Flame Mail	Potion	Hourglass					
Flame Bow	Ice Shield	Spellbinder	Cross					
Flame Lance	ice Lance	Silk Web	Black Robe					
Flame Shield	Ice Gloves	Hermes	Ultima Scroll					
Flame Sword	Ice Mail	Unicorn Horn						

Mysidian Tower Interior Encounters

NAME	HP	ATK	DEF	M.DEF_	WEAKNESSES	RANK	GIL
BASILISK	750	70	50		NONE	6€	500-1000
BOMB I	EU	WE WELL	FIL		FIRE, BOLT	75%	300-600
CHIMERA	640			-	NONE	75 <u>9</u>	300-600
DARK FLAN	17,11	(E) (E)			FIRE	115 [300-600\
DOOM PETALS	(6)(6)	# # T		- 1	FIRE, ICE	ા5∜	200-500
EVIL BUD:		11	1.3		FIRE	[6∤	600-1500
FROST LIZARD	TOTAL .				FIRE	<u>্</u> টি হ	600-1500
GHAS	100	70]	- KI		FIRE	335	50-300
GHOST	3/49/			-	FREE	"5°	500-1000
GIGAN RHINO		10 - 17			NONE	4	500-1000
GOTTOS	200				NONE	161	800-2000
HILL:GIGAS	750	77,73	- 1		NONE	157	200-400
IMP	300		17:1		NONE	151	500-1000
KILLERMANTIS	750	-(0)4	- 17		ICE.	35%	400-800
MEZZO MALBOR	011000	100			NONE	62	500-1000
REVENANT	240				MIRE	14	300-600
SHRIEKER	540	1,1,1	-		NONE	7/51	12-100
SPECTER	300	1.1	11.1		FIRE	45	400-800
VAMPIRETTE	540	1.10	11/1		DEIR D	= 15 to	500-1000
WEREWOLF	540				NONE	75 %	500-1000
WINGED:RAY	750	12.0			NONE	15.	400-800
WRAITH	60	9	9	2	FIRE	2	25-200

this tower not only has four Boss battles, but it has ten floors with very strong random enemies to boot. In addition, there are nasty enemies, like Frost Lizards, lurking in some of the special encounter rooms and powerful Gottos acting as a chest grard. Chances are high that you will need to leave the tower once or twice to rest and use up recovery items to avoid falling to the various enemies found throughout the tower.

Some of the more dangerous random encounters are the Specters and Basilisks, each of which can petrify your characters Stock up on a few Gold Needles and one of your characters should have a level 5 Lsma spell handy. Even worse are the Imps, which cast Muddle on multiple characters at once. Many of the others like Evil Bud and Mezzo Malboro inflict nasty status effects, so be prepared, and watch your step.

INTO THE TOWER

With the Leviathan out of your way you are free to make a second attempt to enter the Mysidian Tower and complete your quest. Go to the center of the reef and step onto the land, approaching the tower. With the Crystal Rod in hand you are allowed access into the building.

BLOOD SWORD VS. UNDEAD

This sword's effect is reversed against Undead If Gareth has been wielding the keep to his High another powerful sword in his secondary hand be using a silvent times within the lower.



You have the chance to start looting the chests scattered throughout each floor, although on this bottom floor you may not wish to take the time to loot all of the weaker items. Of course, skipping them would mean failing to collect all of your Collections Data, so think hard before skipping even the poorest chest. To get them all, head directly east along the wall after entering the door to a chest holding a Staff. From this chest, head west and north out of the alcove, then west through to the center of the room with the pillars. From this room head northeast to loot a chest containing a second Staff. Head west through a hidden opening near the bottom of the wall just to the west to enter a walled-off area with a third chest, this one holding a White Robe. Return to the central area, then go west through the opening and north into another alcove with another Staff. Go back east into the center of the tower and up the staircase in the center to the second floor.



TRIAL BY FIRE

Head north and east to two chests sitting side-by-side in an alcove. The left chest holds a Flame Bow, while the right holds a Flame Lance. Go back toward the center of the room and take the west passage, follow it as it turns north, then step through the center of the westernmost point. Follow



Sense a trend...?

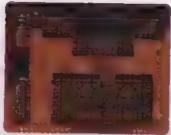
this new passage north to claim a Flame Shield. Follow the same passage all the way south and then east along the southern wall to reach the stairway to the third floor.

DECOVERING YOUR LIVENS



The third floor of the Mysidian tower is covered in lava in most spots. As in the Leviathan's pools of bile, each character takes 1 HP of damage for each step, but the party avoids random encounters. Wade through the lava all the way to the

west, down the first passage. Keep an eye one the party's HP, and step through the last door to the west to reach the second section of the third floor. Be forewarned, there is no immediate way back, aside from Banish or Warp spell.



Wade west and east from the narrow strip of land to reach two of the chests.

In this second section of the level, follow the south wall toward the east to reach a Flame Sword. Return south and west through the lava I where you can see the stairs leading upward, and climb up to the flat path where you can reach the higher sections of lava east and west. Go to the west to claim a Flame

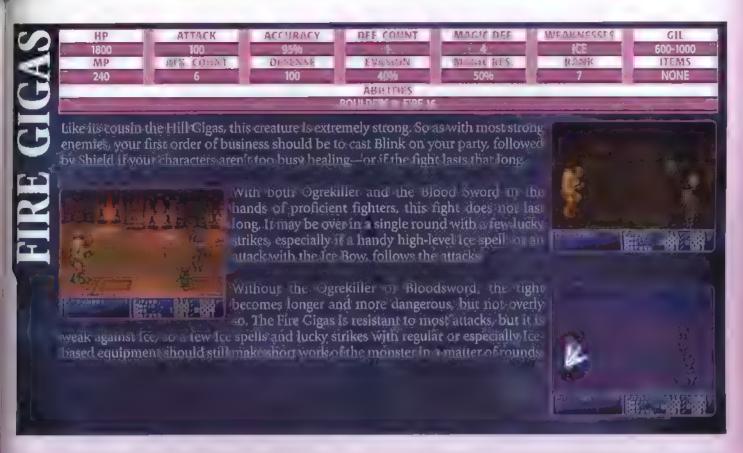
Helm from the treasure chest to that side, while the chest to the east holds Flame Mail. Return to the solid path and head north through the door.

Behind the door stands a figure that looks like a black magician. Take the time now to heal your characters and equip them accordingly. Ice weapons and items like Notus are ideal for this enemy. The Ogrekiller is strong against this foe, as is the Blood Sword



As soon as you speak to the figure, it transforms into a dangerous monster, a Fire Gigas. You may have guessed from the theme of the equipment on the preceding levels that the nearby enemy uses ice-based attacks and is weak against. Fire, but instead the creature just fits in with the level's theme of flame.





You now have the first major fight of the tower under your belt, but don't breathe too easily just yet. There are still more Boss fights to come further inside the tower, and you still have a long climb ahead.

AS COLD AS ICE

The next floor is not filled with as many twisting passages. Just to the west of the stairs from the third floor is an Ice Shield in a treasure chest. Near this chest is a set of stairs leading up—go ahead and take these stairs, then follow the brief passage south to claim the Ice Lance. The floor of this fifth level is covered in spots with shining, jagged ice. While this looks much different, it has the same effects as lava, good and bad. So walk across it or avoid it (if you like) where possible, and return to the fourth floor to continue your journey.





...And another trend becomes apparent.

Back on the fourth floor, head south along the western wall then head east to claim the Ice Gloves from the next chest. Continue

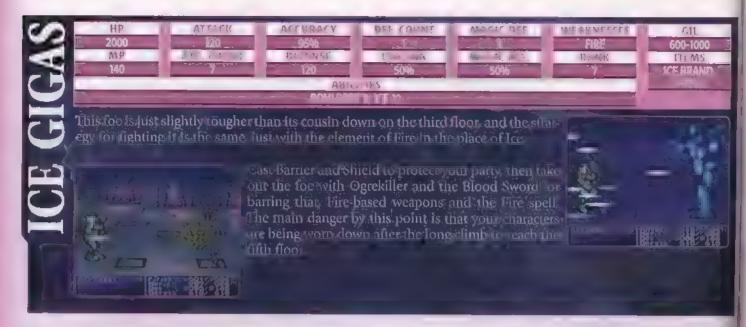
heading east, then north through a narrow opening when you get the chance, turning west to collect the Ice Mail. Now head back out to the northeast section of the level to take the stairs up to the second section of the fifth floor.

While this floor is also made up of a winding twisting passage, this time it only leads along one pathway. Follow this path, picking up the Ice Brand along the way. At the end of the passage, climb the stairs and head through the doorway into a room with a second apparent mage. As before, this mage turns

into a monster based on the theme of the floors—in this case an Ice Gigas—when you speak to it. So heal your characters and equip them this time with the Flame equipment that you just found on the previous levels of the tower, and speak to this second foe to move him out of your way permanently.



As you climb higher in the tower, be very careful of the nasty status effects.



Even after this second fight, you can't relax. You are only halfway up the tower, and the toughest boss fight is still ahead of you. Still, there in nothing gained by sitting and worrying, so continue on up the stairs behind where the Ice Gigas stood and prepare to tackle the sixth floor.

A BOLT OUT OF THE BLUE



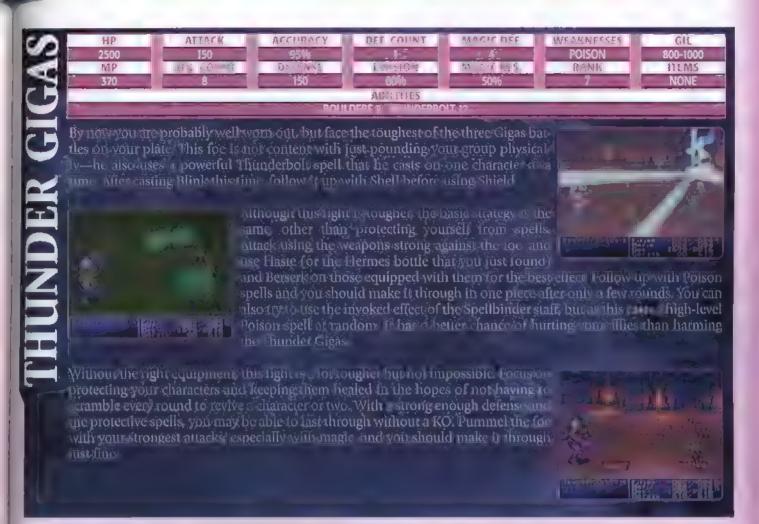
At the top of the stairs to the sixth floor, head directly east to loot the first chest of the level for the Potion inside. Go back to

the west and step south onto the pathway leading over the top of the chasm in the floor. Where the pathway branches into four directions continue heading east then turn south at the next branching, following the path as it leads south and west. Turn north to claim the Spellbinder from the treasure chest. Head back south to the walkway and continue your journey west, heading north through the door at the end of the path to reach the seventh floor stairs.

Once on the seventh floor, head east to pick up a Silk Web from the treasure chest in the south of the room. Go to the northeast corner of the room to loot a second chest for the Hermes inside. To the west from this chest lies a third, containing a Unicorn Horn. Continue west until you reach the doorway in the northwest corner of the room. Enter it to find the last "mage" guarding the staircase.

Whether you had difficulty against the previous two Gigas or not, don't let former successes make you complacent. The upcoming fight against the Thunder Gigas is the toughest of the three, and you must be careful not to end your quest right here. Equip the Spellbinder and any other items that allow you to use Poison, and equip the Ogrekiller and Blood Sword as well. Try to equip any Diamond equipment where you can. Heal up, use the Memo File to save your progress, and approach the opponent.





With the fight against the Thunder Gigas under your belt, it's time to breathe a bit easier, but you still aren't out of the woods. You have a few more floors to conquer and a few more tough battles before you're done with this tower.

ONWARD AND UPWARD

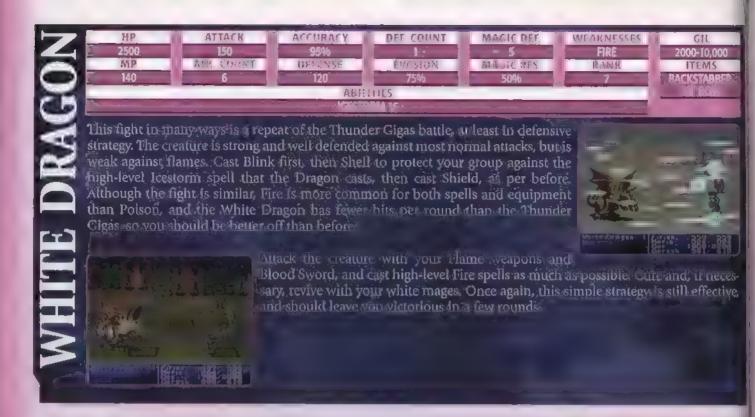
On the eighth floor your journey is finally starting to come to a close, but you're also starting to face tougher foes in random battles. Don't waste time and head east into the main pathway and follow it north, only turning east at the very end to claim a Flare Scroll from the northeast corner. This chest is guarded by a group of Gottos and/or Evil Buds, but these should not be any great danger to your group by now, especially if Evil Buds show up alone. Now head back to the west and take the central passage briefly south to reach the next passage leading east, just below the room with the chest. Enter this doorway to reach the stairs to the ninth floor.





This floor is covered in places with water, but it is natural, non-harmful water. Head north and east from the top of the stairs to pick up an Hourglass from the chest, then follow the south wall west to loot a chest holding a Cross. Continue traveling to the northwest, climbing the stairs to the upper section of the floor. Wade east along the north wall to reach a third chest. This chest holds a handy Black Robe, but it also has a very nasty monster guarding it—the White Dragon.

White this monster is tough, it is weak against Fire (plus its related weaponry) and to the Blood Sword. Equip the various Flame weapons that you have at your disposal. Re-equip the various Flame armor that you used so recently against the Ice Gigas. Heal your characters, then tackle the dragon to claim your prize.



Equip the Black Robe onto your main Black Magic user and walk to the southeast, taking the second door from the left to reach the tenth and final floor.

Once on the tenth floor, stop to make sure there is a slot of empty space in your inventory. Head north across the floor to where you find Mindu at last. He has been waiting for you it seems, because the seal on the door is too strong for him, and he must give everything he has in order to break it. Your characters stand back as he puts all of his remaining strength into one last effort to break the seal, leaving the party to walk through the doorway to claim the incredible prize at the end.



SHIVER REPORT COLS



Once through the doorway you are faced with four silver spheres at the four corners of the room, with a gold sphere gleaming in the center. Approach each of the silver spheres in turn to inspect them. Each gives one of your characters at random a bonus to a given stat, although it tends to favor giving the bonus to the one already strongest in the stat. Clockwise from the bottom left they give you: Strength, Spirit, Intelligence, and Agility.

Approach the gold sphere to inspect it. From this sphere you receive the powerful Ultima Scroll, which you should teach to your White Magic user without delay. As the gold sphere disap-

pears, a portal appears just beyond its pedestal. Use it to travel immediately to the outside of the tower where your ship is waiting to take you back to civilization.



CHAPTER 14 THE EYE OF THE STORM



Return to Castle Fynn amidst the devastation of the world.



Learn about the Cyclone and the castle's mirror from Hilda and Gordon.



Summon the Wind Drake from the castle's mirror room.



Speak to Pavel and retrieve his treasure.



Enter the Cyclone and fight your way in the top of its core.



Fight the Green Dragon, guardian of a chest.



Defeat the Emperor and his guardians.

Encounters at Sea

NAME	НР	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
ROHFISH	540	60	. 50		NON		400-800
MANTA RATE	40		可经现		11011		100-601
SEA DRAGON	870	70	BU		BOLI	3	400-800

Encounters on Land

The state of the s

NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
BOMB	640	S 0.	50	1.01	THE HOLD		300-600
	- 14TH	1.1	101	THE REAL PROPERTY.	NONE		700-390
THE GICH	7,64	7		-	THONH		200-400
SERGEARIA	{/·ij}		1.1.1		NONE		100-200
SORCERER	18.55	117	T T		MONE		[24 0]) [2
WEREPARTHE	R 190	35	25		NONE	3	50-300

After so long a time fighting the Hornets and Goblins and other easy monsters around the early cities that you visited, you may be surprised to find a lot of new, tougher fore in the area. The sea is also populated with tougher enemies. Even if your characters are worn out from the Mysidian Tower they should not be too large of a threat, although they can pose some danger if you are too careless.

WHILE YOU WERE GONE ...



DESTRUCTION ON LAND

You may have been thinking to make the quick trip via ship to Altair to rest and manage your supplies before heading back to Castle Fynn. Your party has just been through the wringer, and your inventory is probably stuffed to the gills with extra items, too few of them being recovery items after the long trip to the top of the Mysidian Tower.





Stopping at Altair reveals to your dismay that the entire town has

been destroyed during your time in the tower. A quick inspection of Gatrea reveals the same situation there. Furthermore, random encounters in the nearby area involve monsters much stronger than those from before. Something has happened in your absence, and hopefully those at Castle Fynn can provide a clue. As you approach the castle, look in the background for a large tornado hovering in one place. For now, head into the town to rest

and replenish your supplies, then head for the Castle to speak with Gordon and Hilda in the throne room.



The previous lighthearted chatter of Fynn's citizens is now much darker and confirms what you had feared—the Cyclone in the distance destroyed the nearby towns, killing and demolishing everything in its path. After taking the time to rest and shop, head to the castle, speaking to the people along the way. You find out a few bits of interesting information, such as the fact that the Emperor himself is inside the Cyclone, controlling it.

In Castle Fynn's throne room, one pleasant surprise awaits. Although you last saw Leila being dragged into a whirlpool, she managed to live through the experience and return to Fynn. Greet her and speak to Princess Hilda. You hear a sad list of the towns destroyed by the Emperor, and have the chance to memorize the keyword Cyclone. Ask about it to find that Hilda, too, believes the Emperor to be inside it.





TO RIDE THE WIND



Hilda and Gordon both see the problem with reaching the center of the Cyclone from the ground, but there could be a way past this difficulty. Ask Hilda about the keyword Wind Drake, and she reveals that the castle's mirror has been used with the Pendant to summon a Wind Drake and Dragoon.

Return to the first floor of the castle and climb the southwestern stairs up to the third floor. Take the northwest passage to reach the mirror's room. Approach the mirror at the north end of the mom, then bring up the Word Memory System menu. Use the Pendant, and you are shown a quick flash of the Dragon's Egg, followed by a Wind Drake's image flying fast. The dragon itself soon appears, flying to the mirror's room to greet your characters. The last Wind Drake is now united with the last Dragoon, as it was meant to be. You now have the Wind Drake as an event item within your inventory.







in this case, two Blood Swords are indeed better than one.

Return to the ground floor of the castle and exit the building. Although the Wind Drake is now at your disposal, head back into town. Go to Pavel's house and speak with him. Ask him about the Cyclone and, in order to help you in your tough task, he tells you to search the wall next to his bed. Go to the small bedroom in the southeast of the house and walk through the top section where there is a hidden opening. Loot the treasure from eight chests. The top row contains, from left to right, a Ninja Suit, Thief's Gloves, Elixir, and Silver Plate, while the bottom row in the same order holds Ruby Plate, Gold Plate, a Gold Hairpin, and the second Blood Sword. Equip the various items or sell them as you see fit (but hold onto the Blood Sword), then you are ready to face the Cyclone.

Leave town and walk just to the northeast where the Cyclone still spins in place. Walk directly into the base of the Cyclone as you would enter a town or ship. As you step into the Cyclone's base, your Wind Drake appears to carry you up into the fierce winds, and you enter the building at the eye of the storm.



Cyclone Interior Encounters

NAME	НР	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
801/E	640		- 160		TRE 801		300-600
CONTRACT.	45				I NORTH		(n) 30°
ALEKARIO .					II ONE		(80-89)
	399				utalida.		
G NEEL			102				590
Man Hara					HOW		
THE PARTY OF THE P		10.7	- F-1				90,200
HIL OC	1,51	15.50	- 11		HONE		30-403
TRANSPORT							J100-2000
MINTER CONTRACTOR	I M (EIGH				HONE		-360-1000
WAL GUADA	10.7	THE PERSON NAMED IN	- 1				160-1666
SECCURE	1.1		- *1				FEO-10.077
A PART		1:3			(0)/[4]		20-150
WOOD GOLEM	1620	100	120	H	FIRE		600-1500

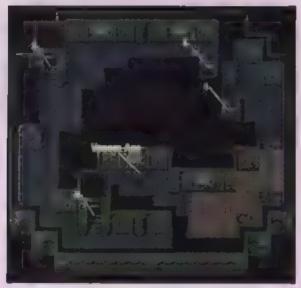
You are not as likely to receive dangerous status ailments in this dungeon as in the Mysidian Tower, but don't let your guard down. Some of these enemies take a lot of damage to destroy, like the random Wood Golein and the General guarding a chest, and many of the loes can dish out a lot of damage as well.

The main danger in the dimgeon is imming out of MP due to practicing Ultima, casting many Cure spells, and possibly being drained of MP via Osmose thanks to the Wizards that populate parts of the dungeon. Take a handful of Ethers and Flixing with you, and you should be okay.

CYCLONE





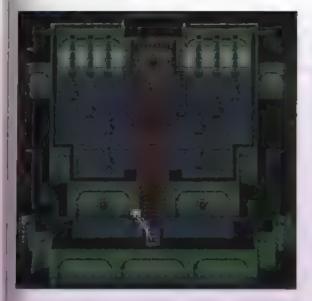








CHAPTER 14





THE BUILDING IN THE STORM

Once inside the building head directly east and take the stairway. In this section of the second floor, head north to collect a **Ripper** from the treasure chest, then head south and follow the trail as it curves around west and north, taking the stairs to the 3F. Here you find floor sections that function just as the acid pools and lava did in the previous dungeons. Follow the passageway through the trap, and claim a **Venom Axe**. Return to the first floor. Once there, head straight west from the base of the stairs to reach the second set of stairs to the second floor, and climb them.



Opid Assembly Debuggered Chargest Manager Physics (Chargest Manager Ph

The second section of the Cyclone 2F is just a short passage, so follow it and climb to the third floor. Follow the passage west and again take the first set of stairs that you find. On the fourth floor, go north to the wall then head west to take a **Diamond Gloves** from the alcove. Opposite this chest to the east is another containing a **Diamond Helm**. Return to the third floor and once again continue along the passage to take the second set of stairs leading to the fourth floor.

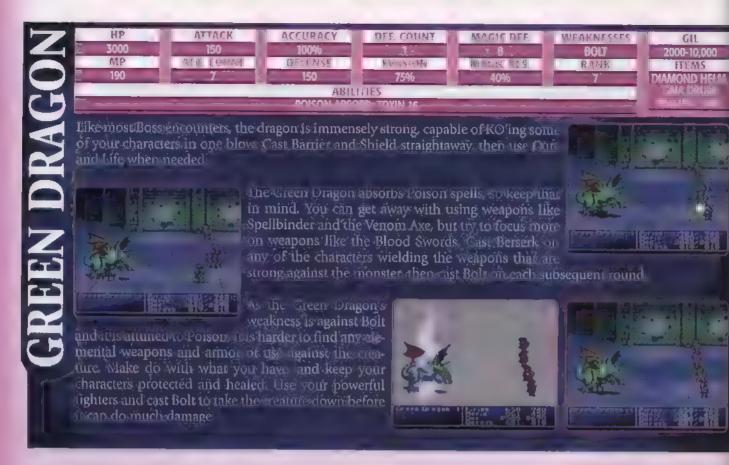
At the top of these stairs, take the passage heading east. Upon finding two sets of stairs, take the stairs to the left. On the fifth

floor, follow the passage all the way south to claim a **Defender** from the first chest you reach. Continue following the passage south and west to claim a **Diamond Mail** from the second chest on the level. One or more Generals, a more powerful cousin to the Sergeant and Captain, guard this chest. They hit hard, so protect your characters with Blink and fight back with powerful spells and attacks to defeat them. Return to the stairs and go back to the fourth floor, this time taking the right set of stairs to the next section of the Cyclone 5F.

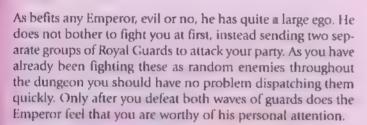




This second section of the fifth floor is short, so follow the passage and take the stairs up to the sixth floor. Take either the north or east passage, following it as it curves around to the north-east, and open the treasure chest that you find there to claim a **Zephyr's Flute**. Be careful—this chest is also guarded, and this time the protector is a Green Dragon, similar to the White Dragon that you faced in Mysidian Tower. Heal and prepare, equipping the Rune Axe and Blood Swords if you have them, because you've got a tough fight on your hands.



Continue up the nearby stairs to the seventh floor. As you approach, you spy the Emperor sitting on his throne just ahead. Don't get too close! The party automatically continues its approach upon reaching the stairs below the platform. Prepare by equipping the Blood Swords, preferably one on each of two separate characters to allow those two to heal without resorting to Cure spells.











SOW EVENUE

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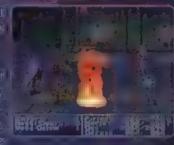
ABILITIES

PUNK O POPE STORE L HACTE O

A Wood Colemand two more Royal Guards protect the Emperor, spend the first rounds dispatching them. A powerful Fire spell on the Golem and physical attacks from your fighters should be enough to clear them out within a few rounds.



While the Emperor is a magic user, you really don't need to spend the extra rounds protecting your party from his spells. The Emperor is powerful in his leader ship, but he is not an exceptionally strong adversary. One round of attacks with Blood Swords should be enough to leave him in the dust



Emperor—it you have the spell up to level 2 or more, two or three rounds should be enough to drain all of his MP into your own supply. Of course, he still may use Elixion himself after this point but you have a good chance of ending the fight before this happens



CELEBRATION!

With the fight over and the Emperor lying dead at your feet, the party returns automatically to Castle Fynn to make its report. As can be expected, there is a celebration to greet the good news, and your characters get to relax for a while, carefree, as they dance into the night.





Most good things however must come to an end, and in this case they end abruptly with the arrival of a messenger. Maria's brother Leon has revealed himself as the Dark Knight, and has stepped forward to take the Emperor's place. The celebration comes

to a crashing halt as everyone scrambles to prepare for the battles yet to come.



CHAPTER 15 RETURN T BATTLE



Learn about Castle Palamecia from Hilda and the others.



Visit Pavel to learn the way into Palamecia, finding Cid in the process.



Travel to Poft to claim the airship.



Land on the roof of Castle Palamecia to enter.



Make your way to the castle's eighth floor to confront Leon.



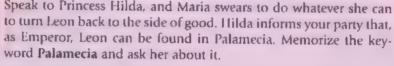
Escape from the Emperor's wraith as he returns from the dead.

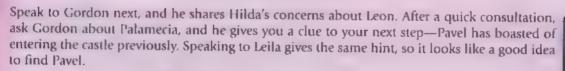
BATTLE PLANS



With the celebration interrupted and Leon as Emperor, you must now make plans for your next step. The rest of the guests quickly scatter, and you find yourself alone in the throne room with Leila, Hilda, and Gordon.

Speak to Princess Hilda, and Maria swears to do whatever she can







Head outside the castle and enter the town of Fynn. Take the time to rest and manage your inventory as usual-between defeating the Emperor and joining the celebration, you haven't had the chance up until now. Then visit Pavel's house. Pavel seems to be

worried, but doesn't give you any more details on his visit to Palamecia for now. But just in the doorway to Pavel's bedroom is another familiar figure, that of Cid. He's been taking too much damage recently, and is deathly ill. He tells you to take care of his airship until he gets betterand in this way you receive the best transport available.







Speak to Pavel once more. Now that you have an airship, he is willing to speak to you in more detail. Ask him about the keyword Palamecia, and he suggests using the airship to enter the castle via the roof. Fetch your airship and head to Castle Palamecia.

AIRSHIP TRAVEL

Your new transportation can be found in the ruins of a service. Locate a typichecking the World Map, when the line red dot. Return to your ship and sail to post

to board the airship, walk on top at and press Land mind that you can only and on clear grassy areas of Castic Palamedia). If you is to land wherethere

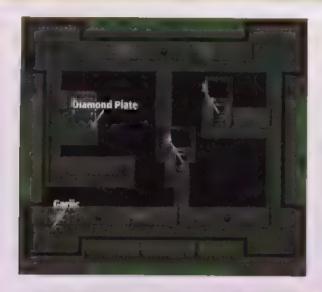


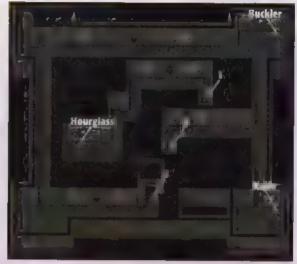
Castle Palamecia Interior Encounters

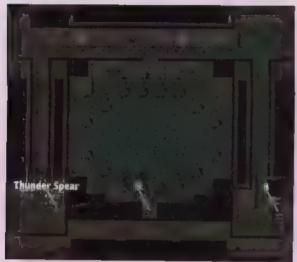
NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
BLACK KNIGHT	1140	85.	25	- 5 m	NONE		1500-2000
CAPTAIN	/50	60		4	NONE	.5	200-300
COCKATRICE	570	35	j (e)	31	NONE	5	400-800
COEURL	000	40	11/12	5.	NONE	5	1000-2000
DEATHMASK	640	701	1,67	48	FIRE	6	000-2000
DOOM PETALS	540	40	11/0	31	FIRE_ICE	5	200-500
FALLEN EMPEROR	3000	120	4 1	81	NONE	1	0
GENERAL.	1800	120		4:	NONE	7	1500
GOTTOS	2000	70	777	5	NONE	6	800-2000
HECTEYES	1140	110011		6	NONE	6	800-2000
KILLER MANTIS	750	60	H	4	ICE	5	400-800
LAMIA	1000	70	1/8	6	NONE	66	800-2000
L'AMIA QUEEN	1290	50		72	NONE		10,000
STONE GOLEM	1800	17,12	1771	141	HOISON	7	#00-150
VAMPIRETTE			2.12	4	FIRE	5	1580-1000 I
WINGED RAW	7/-,11/2			4	NONE	5	400-806
WIZARD	540	40	35	4	NONE	6	(1000-1500)
WOOD GOLEM	1620	100	120	14	FIRE	7	600-1500

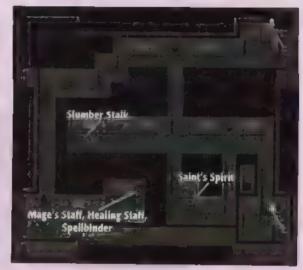
The enemies in this castle tend to be very strong, and will pummel your characters mercilessly given half a chance. The Stone Golems, Fallen Emperors and Generals are particularly nasty, as they can take a lot of damage and dish a lot out in return. The Lamia and Lamia Queen are dangerous with their ability to Muddle your characters. The Coeurls are another nasty new creature, but they only show up guarding one of the chests, if at all, Keep your characters as healed as possible, and take along enough Ethers and Elixirs to renew your MP when you start to run low

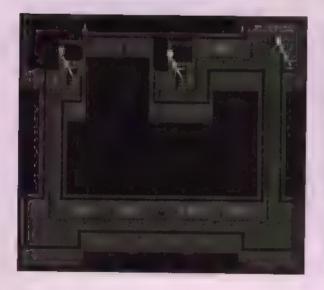
CASTLE PALEMICIA

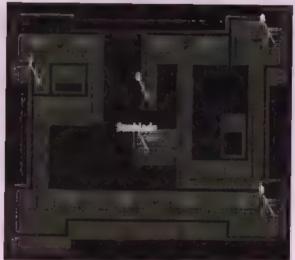


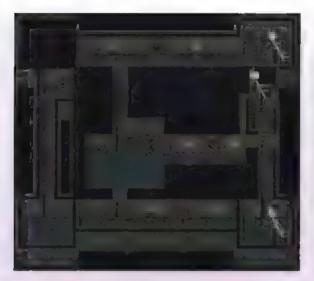


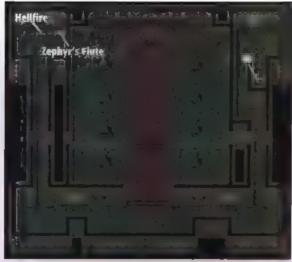












ITEMS FOUND Diamond Plate Knife Saint's Spirit **Healing Staff** Elixir (x3) Garlic Buckler Slumber Stalk Spellbinder Hellfire **Hourglass Thunder Spear** Mage's Staff Sunblade Zephyr's Flute

ATTACK FROM ABOVE

When you are ready to take on Castle Palamecia, head back to the Arena where you previously rescued the real Princess Hilda from the tournament. Your destination is the large castle in the mountains just to the northeast. To enter the building, steer the airship so that its shadow lands right on the highest part of the roof—you must be very precise—and press ... If you hit the right spot, the airship will land on the roof and your characters automatically disembark into the top floor of the castle. Once you drop into the castle you cannot return to your ship, and you cannot use Warp to leave the building. You are stuck for the duration.

Take the only passage north and enter the room at the end. As you approach the far end of the room, the floor opens and the entire party drops to the first floor, landing in the northwest corner of the level. Now you need to fight your way back up to the top and confront Leon.



Head south to claim a Diamond Plate from the first chest of the level. Return to the northwest corner then take the eastern passage to the end. Take the passage that runs south along the east wall, then turn west to follow the south wall to the southwest corner, where another chest holds Garlic. Return along the passages to the center of the east wall and head west, taking that set of stairs to the second floor.

Walk to the end of the short passage to retrieve an Hourglass from a chest, and return to the first floor. Head back south and west, and when you reach the center of the passage along the southern wall take the north passage, at the end of which you climb a second set of stairs.



Not quite as nice as the Diamond Plate, but it's free.

Once back on the second floor head south to chest in the southeast alcove and pick up the Knife. Head back north up the passage to the northeast corner, where this chest holds a Buckler. Head west down a long passage running by the north wall, then south along the west wall, and finally east along the south wall to reach the stairs leading up to the third floor.

The entrance to the third level of Castle Palamecia is one large room ringed by pillars. Head directly north through the room and out the other side, then head west along the passage. Go south along the wall until you reach a chest. Open it to



fight the guardian Fallen Emperor and to claim the Thunder Spear inside. Now return all the way north and follow the passage all the way east and south to reach the 4F stairs.



At the top of these stairs head north and west, taking either the first or second south passage to retrieve a Saint's Spirit from the chest there. Return along the passage and continue your trip west to loot a chest containing a Slumber Stalk. From this

chest, return east down the passage and take the northern path, turning west and following the passage along the north and west walls to reach a doorway. Enter the doorway and you find a room containing three chests. These chests hold, from left to right: Mage's Staff, Healing Staff, and Spellbinder. Now return along the west and north walls and continue east to reach the next set of stairs.



On the fifth floor, head directly west to take this first set of stairs to the sixth floor. Follow the passageway as it curves north and east, then take the south branch to claim a Sunblade from a treasure chest in an alcove. This blade is guarded by a



group consisting of Lamia Queens and/or Coeurls. Continue east and north along the passage to reach the stairs leading to the seventh floor.

Now up on the seventh floor, follow the passage west and south to reach a doorway in the center of the floor. Enter the doorway and loot the three chests, each containing an Elixir.

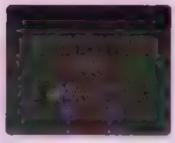
Exit the room and return the way you came, heading back down the stairs to the sixth and then fifth floors. On the fifth floor, return east down the passageway and take the southern path to follow the east, south, and then west walls, at which point you reach a second set of stairs leading to the sixth floor.

In this section of the sixth floor, there is only one long passage to follow, once again following the various walls around the level. At the end of it, climb to the seventh floor, and after a short passageway climb again to the eighth floor of Castle Palamecia.

FRIEND OR FOE?

Now on the top floor of the building, follow the passage south and west to the entrance of the throne room. Before entering the throne room, continue west along the passage and follow it north along the wall, where you come to a room with two chests. The left chest holds a Hellfire, while the right contains a Zephyr's Flute. Now you are almost ready to go back and enter the throne room and end your quest in this place. Just before entering, go to the equipment screen and remove Gareth's equipment that you wish to keep, especially if he is wielding either of the Blood Swords, as he has an important task to fulfill soon.

At the northern end of the castle's throne room sits Leon within the Emperor's throne. Speak to him in order to challenge him, and Leon rises from his throne and approaches ready to take on his former friends. His sister Maria however cannot let this happen, and stands before Leon, pleading with him. Leon refuses to give in, feeling the need for power. It looks like you're about to have to fight your former friend, when suddenly there is a flash and a magical glow, and a ghastly form appears in the vacant throne.



Apparently the Emperor was more powerful than you thought—even death could not stop him, and he has returned from hell itself to retake his throne. Now one of the undead, he is not interested in conquest any longer, instead wishing to destroy.

everything. Taken by surprise, your party and Leon are all quickly surrounded by his dark power and are about to be destroyed. At the last minute however, Gareth bravely launches himself at the Emperor to buy the rest of you time to escape on his Wind Drake, which flies in to carry the group to safety.

As your group leaves the castle a mystic transformation begins. The castle rises from the mountains, altering into the fortress known as Pandaemonium. Since there's nothing else that they can do at the moment, your forlorn party returns to Castle Fynn with Leon in Gareth's place to report to Princess Hilda.

CHAPTER 16 A PASSAGE TO PANDAEMONIUM



Learn about the Jade Passage from your friends in Castle Fynn.



Finish any outstanding tasks, such as receiving Excalibur in Deist Castle.



Fly to Mysidia to find the passage, and fight through the dungeon.



Fight the Blue Dragon to claim the Cat Claws from a chest.



Find the chest holding the Rune Axe and fight the King Behemoth.



Loot the Yoichi's Bow from another chest guarded by the tough Red Dragon.

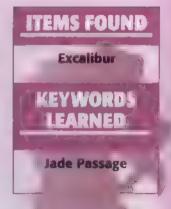


Make your way through the remaining passages to reach Pandaemonium.

OLD FRIENDS



With your group back in Castle Fynn, you must give Hilda the sad news not only about Gareth's death, but about the Emperor's return as well. The Princess in dismayed about these happenings, but she is also concerned about Leon's presence. Maria remarks that Leon seems more like his old self. Leon sees the need to destroy the Emperor, so he joins your party.





If you attempt to approach Pandaemonium via the air, it quickly proves to be impossible. The airship has no place to land on the castle's jagged walls and towers. Turn to your friends once more to find some way into the building.

Return to Castle Fynn and speak to Princess Hilda. She tells you that once before, when demons flooded into the world, they entered through a place called the Iade Passage. Memorize the keyword Jade Passage and repeat it back to Hilda. She mentions

that there is a place in Mysidian called by that name. Asking Gordon gives a bit more detail from his own history. Asking Leila also provides a useful piece of knowledge. It would make sense that the Jade Passage is found along the Jade Sea, so your destination is apparently Mysidia.







Before heading off in search of the Jade Passage, take the time to complete a few last minute tasks. The first thing to do is head to Deist, to let the few remaining inhabitants of the castle know that the last Dragoon died bravely protecting the companions' lives. Land in the grassy area just north of the castle and climb to the second floor to speak to the family. The mother is understandably upset to learn about Gareth's death. Speaking to her triggers the Word Memory System menu, so use this chance to ask her about the Dragoons. As there is nothing left for her here, she tells you that she has decided to leave Deist and its memories behind. Before she leaves, she gives you one last memento of the Dragoons—the powerful sword Excalibur!

Take this chance to explore a few areas to see what new enemies may have appeared along with the Cyclone. You never know what you may find to round out your Bestiary in your Collections data, although a few foes remain to be found in the final dungeons. This also gives you the chance to make certain Leon in caught up to the rest of the party's strength in every area, and to get his proficiencies with magic started if you wish him to be an extra caster. Remember to stop in Mysidia for the greatest selection of spells. Check the library there for a bit more information on the newer keywords.



IADE PASSAGE



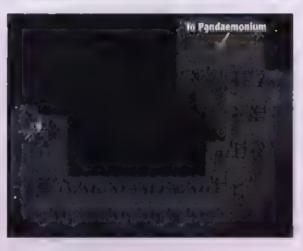


CHAPTER 16









	ITEMS FOUND								
Diamond Mace	Cat Claws	Aegis Shield	Yoichi's Bow						
Hellfire (x2)	Rune Axe	Dragon Mail	Hi-Potion (x2)						
Notus	Backstabber	Holy Lance	Protect Ring						

THE LAKE PORTAL

When you have finished all of the tasks that you wished to complete, fly the airship to the northeast peninsula of Mysidia's continent. There under your ship is a lake standing just south of a range of mountains. Land your airship nearby and approach the lake to investigate. As soon as your party touches the lake, it is warped down below to a strange cave—the Jade Passage.



Jade Passage Area Encounters

NAME	HP	ATK.	DEF.	M. DEF.	WEAKNESSES	RANK	GIL
ABYSS WORM	1290	150	,85,		NONE		1000-2000
FROST LIZARD	1000	188 4	70	16	FIRE		600-1500
GAZER	1140		70		NONE		1500-2000
GREAT MALBOR	1290	15	85	5	NONE	- 16	1500-2000
GREEN DRAGON	3000	150	150	18	BQLT'		2000-10,000
LIFESUCKER	750	40	10	4	1¢E		1500-2000
MAXIMUS	140	_ \$61X	100	5	NONE		2000
PIT FIEND	750		1310	6	NONE		500-2000
SALAMANDER	1290	106	105		IÇE.	16	1500-2000
SCISSORJAWS	870	-70	X40	2	NONE	, R	1000-2000
SUCCUBUS	1140	OBA)	19.5	N.	FIRE,		1500-10,000
WHITE DRAGON	2500	150	120	5	FIRE	7	2000-10,000

The enemies within the Jade Passage are deadly. Some of them have status inflicting abilities, while others can simply pound the life out of your party. Concentrate on building your characters up a bit before worrying about getting through the passage. To teach the final level of Pandaemonium you must finish one long run through both the Jade Passage and Pandaemonium itself. For this final run, stock as much Elixir and Ether as possible, as well as a few of the higher-level status recovery items. As one slight bright spot on the horizon, the deadly Green Dragon and the Scissorjaws are only found inside the special curcounter rooms, so you do have the chance to avoid them.



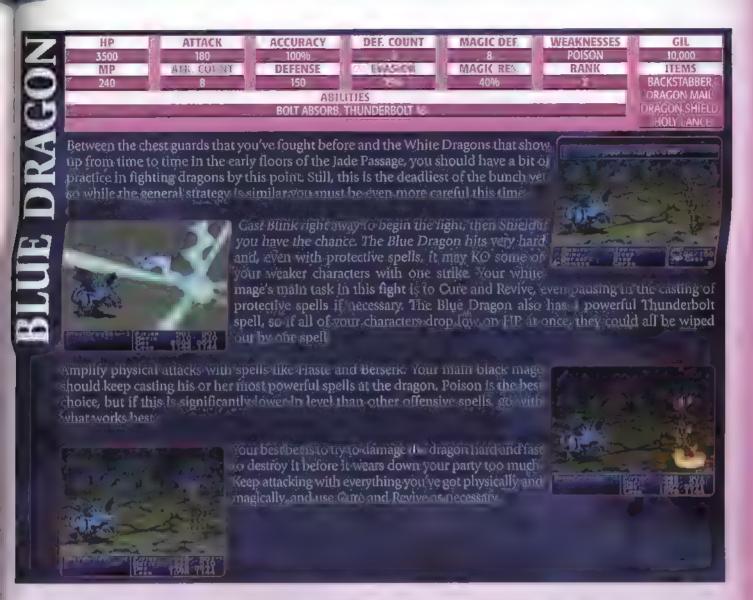
If you wish to leave at any time, step onto the warp area seen just behind your characters. For now, head south through the entrance to B1. Head east along the wall, turning south when you near the east wall to take a **Diamond Mace** from a treasure chest. Return west until you can turn south halfway through the level, going straight south to reach the wall. Go west along the wall to reach a chest containing **Hellfire**. Head all the way east to reach a doorway leading to the first set of stairs.

Head all the way north when you reach B2 to find a second Hellfire in a treasure chest. Head back to the south out of the alcove, then walk east to reach a second chest holding a Notus. Now head diagonally south and west to find the level's third chest, this one



containing Cat Claws. This third chest is guarded by a Blue Dragon, so be very careful and prepare wisely before tackling this foe. Wield the Blood Swords, as they can do great damage to the dragon. Theoretically the Venom Axe and Spellbinder should also be best to wield against the foe as it is weak against Poison, but the Rune Axe and the Diamond Mace are both much stronger and are the better choice. Heal your party, then open the chest to begin the fight.





Once the Blue Dragon is out of the way, continue east from the chest to the eastern wall, then head north to reach the doorway in the northeast corner. Inside the doorway stairs lead down to level B3.

BENEATH THE FALLS

Once on B3, follow the pathway down along the stairs to reach the third tier down, the first with a doorway. Pass the door, head east to cross under the waterfall. The waterfall inflicts damage in the same way as lava or ice shards, but without the protection from attack. At the end of the pathway east, climb the stairs back up to the highest level. Walk east along the path to take the next two sets of stairs down, then head west along the path until you reach a short set of stairs going up. Climb them to reach a chest holding a Rune Axe. This chest also has a powerful guard, the King Behemoth, so again take time to prepare before opening the chest. Your best weapon once again is the Blood Sword, which does a great amount of damage to the monster. The other powerful weapons such as the Rune Axe and Excalibur also do good damage, although not as much as the Blood Sword. The King Behemoth has no weaknesses to exploit, so just equip your characters with whatever is most powerful, and attack.



KING BEHEMOTH

The King Behemoth has more HP than the Blue Dragon, but its other stats are weak er and it has no magic, which makes it less deadly. Still, take the usual precautions against physical attack, while other characters cast spells to enhance attack and pound the creature with everything they have



Even with the greater amount of HP the King Behemoth can fall very swiftly to an onslaught of Blood Swords and other powerful weapons. Weaker weapons don't stand much of a chance against the



creature's great defense, so if your mage is equipped with an ice bow of something weaker, stick to high-level Black Magic spells and spells to enhance the other characters' attacks.

Cast Cure and Life as needed, and otherwise just keep attacking. Lyou have both Blood Swords equipped, the King Behemoth should last only two or three rounds before dropping





Head back down the stairs and continue along the passage west. Walk across the falls once more. Take the stairs at the end of the passage down to the lowest level of the room. This time as you cross under the falls heading east, walk as far north as you

can in order to cross. After a few steps, you come to an obstruction and cannot continue. Press \times while facing the obstruction and you find that there is a shopkeeper hidden under the falls! Speak to him to buy powerful spells and to sell any extra items that you may have at hand.

Shop List

M	AGIC SHOP
Item	Cost
Doom Scroll	10.000
Berserk Scroll	10,000
Haste Scroll	20,000
Flare Scroll	40,000

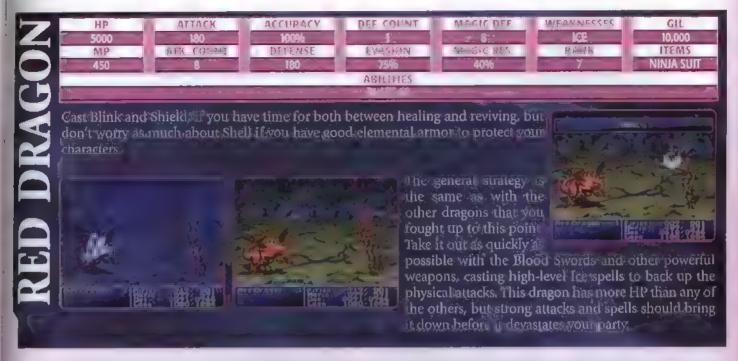
After buying and selling to your heart's content, continue east to a hallway with three doors. The last door on the right holds the stairs leading down to B4.

BEYOND THE BEHEMOTH

Once down on B4, head north and just a few steps east from the stairs to reach the first chest on the level, containing the Backstabber. Then head north, where you find a room containing three chests. From left to right they hold an Aegis Shield,



Dragon Mail, and a Holy Lance. Now exit the room and continue east to reach another chest in the northeast corner. This chest holds Yoichi's Bow, a very powerful weapon, but is also guarded by a Red Dragon. Prepare by equipping items that protect from flames (or from all elements, such as the Dragon Shield and Dragon Mail). The Blood Swords again are the best bet for damaging the creature, and again while the Ice weapons work against the dragon's weakness powerful weapons like Excalibur and the Rune Axe are still better due to their great advantage in raw power. You can also make good use of the Notus that you found earlier in the dungeon.



Once you are done with this fight continue south to the doorway in the southeast corner of the room. Enter the doorway, and take the stairs down to B5.

THE LOWER PASSAGES

The fifth floor down consists of a long and snaking passage. Don't panic, though, as the path is very straightforward. Follow the passage as it winds along the edge of the room, stopping to pick up a **Hi-Potion**, **Protect Ring**, and second **Hi-Potion** from the west, northwest, and northeast chests in the room respectively. Continue along the path to reach the door to the southeast corner of the room and enter to climb down the stairs to level B6.





This bottom level of the lade Passage is another twisting yet straightforward path. Follow the stairs and pathways east and north, and you soon reach another warp portal. This portal leads directly into the first floor of Pandaemonium, your final

goal. Keep in mind that there is no chance to rest in between the dungeons, so if you ever need to Warp to leave Pandaemonium, you must travel the length of the Jade Passage once more.



CHAPTER 17 THE FINAL BATTLE



Enter Pandaemonium via the Jade Passage.



Advance to the tenth floor to fight the Emperor once more—the final battle!



Find the hidden room in 5F and claim the Masamune.



Save your game data after the final battle.

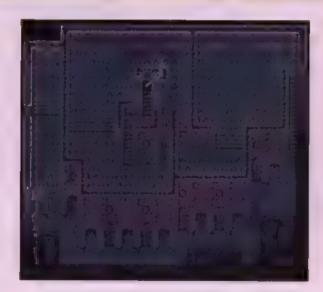


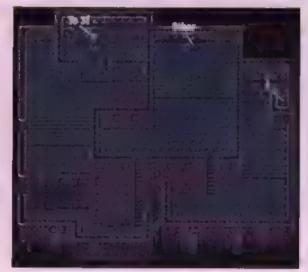
Defeat the four bosses on the fifth and sixth floors.



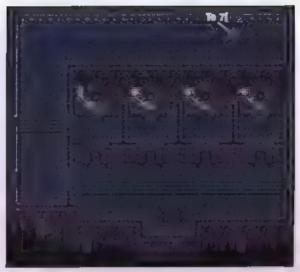
Find and defeat the rare Iron Giant before completing Pandaemonium.

PANDAEMONIUM

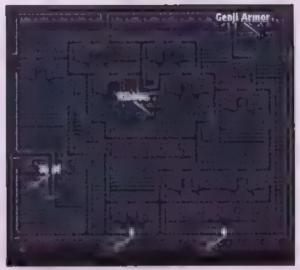




















		ITEMS FOUND		
Ether	Masamune	Genji Helm	Ribbon	Acid Bottle
Eye Drops	Genji Gloves	Genji Armor	Sage's Wisdom	Hellfire

Pandaemonium Encounters

NAME	HP	ATK.	DEF,	M. DEF.	WEAKNESSES	RANK	GIL
BARREL WORL	1 2000	120	100		NONE		1500-2000
HOOD FIEND	(93)		977		NON	-	2000
BUEDRACE	THE PARTY				NISON.		R,000
HOMB	[PR]	17:57			FIRE BOH		200-660
COEUR	(60%)	(*)			HONE		(00-200)
1)为(并积)。	1000	78			Ralija I		
EVIL BUE					FRE	\rightarrow	([5005]) (600]]56
BARIR	970		Pir	\rightarrow	19/1		
FIRE GIGAN	180		1.2				2000
FROST UZARIA		11.7			12/14	_	100-100
GREAT MAIRO				_	ION		(\$80-158)
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KING EPIECO			100			\rightarrow	(10)
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LAMIA QUEST	(93)		1,1	_	NON:		10.200
MANTIS DEVI				\rightarrow	TABA!		(0.000)
MYTHRIL COL		1777	100		INON!		2000
	AVA 1		31-17				1900-2001
RED DRAGON		1935			B(AB)		10,000
THUNDER GIG	<u>ಬ</u> 2500	150	150	-	POISON		800-1000

The enemies within Pandaemonium are deadly, but if you've powered your characters up against those in the lade Passage you shouldn't run into too many difficulties, at least at first. The especially powerful enemies begin showing up toward the very top levels of the dungeon, so use the Memo Tile now more than before. Recover with Ether and Hixir as necessary, but if you run out and need to cast Warp to leave and recover, you have a long trek back to where you left.

MYSTIC

LE SUMMER DE LES PROPERTS DE

The last step onto the warp gate transports the group to a strange new building, within sight of your goal at long last. Don't breathe too easily just yet, you've still got a long, difficult trip up through the rest of the castle.

er er e lair besoni

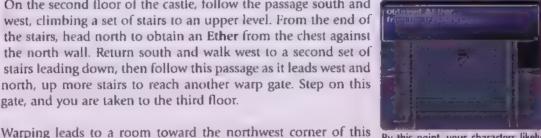


tenore the decorative arches along this pathway-they aren't entrances.

Head south along the first passage, through the archway at the end. Along the wall to the east are more archways, but these are for decoration, and do not actually serve as entrances and exits. Follow the long walkway east and climb the stairs at the end to reach the top section of the level. From here, follow the passageway as it winds around slowly inward to reach an exit perched at the top of two more flights of stairs. Take this exit to reach level 2F.

On the second floor of the castle, follow the passage south and west, climbing a set of stairs to an upper level. From the end of the stairs, head north to obtain an Ether from the chest against the north wall. Return south and walk west to a second set of stairs leading down, then follow this passage as it leads west and north, up more stairs to reach another warp gate. Step on this gate, and you are taken to the third floor.

floor. Head south and east to reach the first chest on the level,



By this point, your characters likely need every bit of extra recovery that

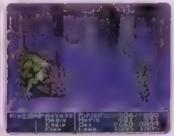


containing Eye Drops. Return the way you came and continue they can get. north up the flight of stairs to reach the north wall. Head east along the wall and take the stairs down, walk east along the tier and take the next set of stairs down. Head east and down one final time, then step west into the room and take the new warp gate onto the fourth floor.

THE HALL OF DOORS

This warp gate takes you to the southern portion of the fourth floor, where to the north, four separate doorways beckon. Each doorway holds a prize, and each also holds a tough boss fight. For now, walk north and head through the door farthest left. This takes you to one section of the fifth floor.





Once in a new passageway, follow it north and west and walk south through the archway into another passage. Follow the new passage-

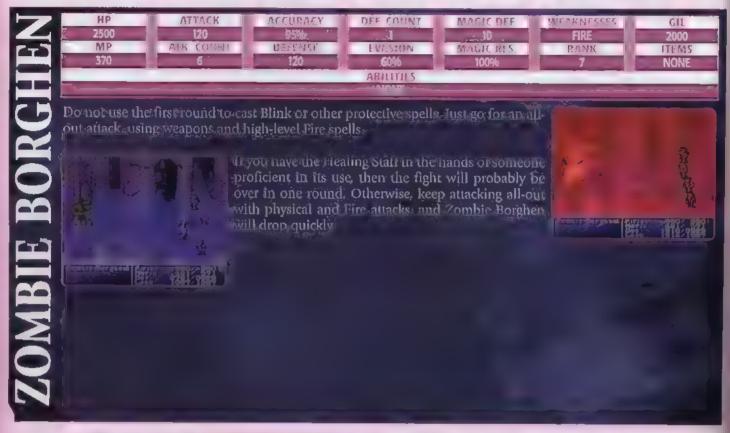
way west and north, going through the next archway and stepping briefly east to take a third arch into a new passage. Head east, bypassing the stairs before you, and step north through the arch. Now take the next arch north, and follow the passage as it winds around through arches to the northeast corner of the

room. Walk down to the lower right corner of the room, and walk east through the wall. Through the wall in a small room (careful, there are powerful enemies here), and sitting in the room is a chest. Loot the chest to retrieve the Masamune, a powerful sword. Exit the secret room and follow the passage back to the arch and climb a set of stairs just to the west.



This time, head west and take the stairs leading up. Here you reach a final archway into a room with a chest. This is the first of four chests containing both a prize and Boss fight, so prepare yourself. For this Boss battle, do not wield the Blood Sword. The boss is undead, and the Blood Sword heals him. Equip your most powerful weapons, including the Healing Staff, as this normally beneficial staff does massive damage to this undead Boss. Remember the Sunblade and any Hellfire that you may have on hand. Cure your party as necessary, then open the chest to claim the Genji Gloves and begin the fight.



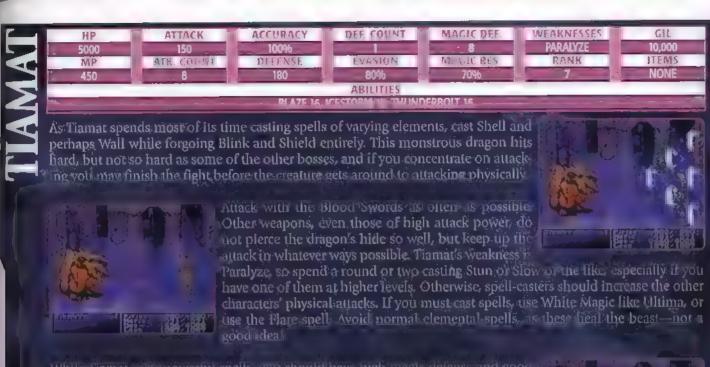


No matter how smoothly or quickly the last fight went, don't spend time patting yourself on the back. The next three are much more difficult. Equip the Genji Gloves, a powerful piece of armor, and retrace your steps back to the doorway or use Banish to return quickly.



Walk over to the second door and enter to move into the second section of the fifth floor. Take the passage west and through the archway, going north through the next room and up the stairs. Step west and south through the second arch, then west through this room and south to reach the third archway. Now head west and north to reach the next chest holding the Genji Helm, and your next tough fight. The Blood Sword is once again your friend, as is armor that protects against various elements. Open the chest to face Tiamat.





While tramat casts powerful spells, you should have high magic defense and good protective armor, so you should not take dangerous amounts of damage, treal the group with a powerful Cure spell every to often, and concentrate on chipping away a Tiamat's HP until it is gone.



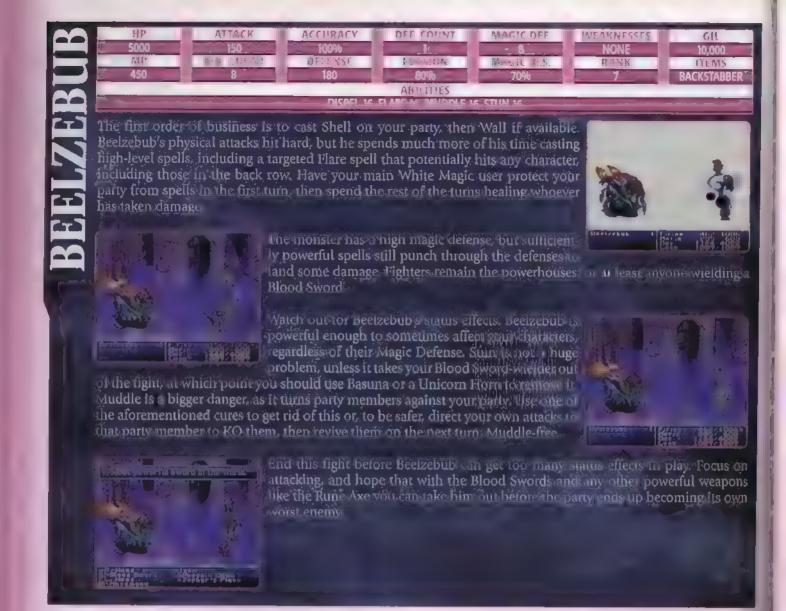


Skip the next door in order for the moment, to keep from having to double back later.

The Genji Helm is another powerful piece of armor. Equip it, then head back out to the fourth floor. Skip past the next door in line, and head into the right-hand doorway. Now on the sixth floor, follow the passage directly north along the east wall to the third chest. This one holds Genji Armor, and the boss guarding it is called

Beelzebub. Keep the Blood Swords and any other strong weapons that you may own equipped, ready your party, and open the chest.

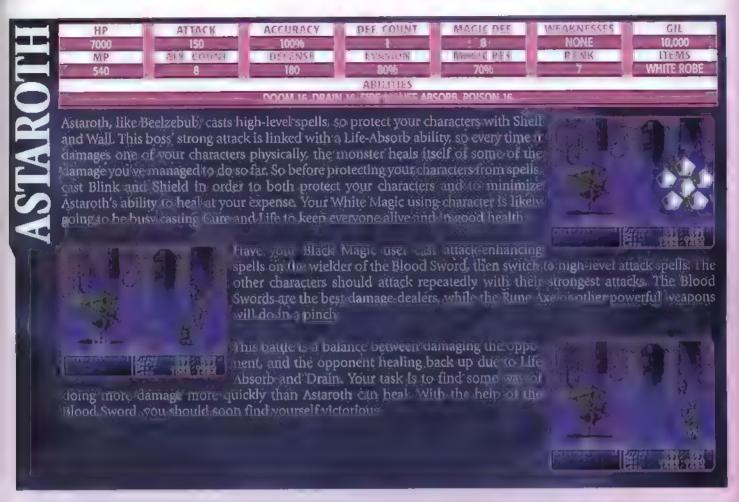




With Beelzebub out of the way, the majority of the Boss battles are behind you. Equip the powerful Genji Armor on one of your characters. Get back to the fourth floor and go back to the second-to-right doorway, which you previously skipped.

Once inside this final section of the sixth floor, head north through the archway and go east. Walk south through a second arch, east, and north through the third archway. Climb all the way to the north wall, passing through another arch on the way, then head west and south through the next two arches into a room with the fourth chest. Prepare in the same way you have for the previous two battles and open the chest. You gain a **Ribbon**, and are quickly attacked by the monster guarding it, Astaroth.





Do not cast Banish or return along your path. Instead, press on to the west and north through the room's west archway, and from there walk through another arch. Walk west, then all the way to the south. In the southwest corner is another warp gate.



NEARING YOUR GOAL



Stepping on the warp gate transports the party to the upper section of the fourth floor. Head all the way north and east to reach yet another warp portal, this one taking you straight up to the seventh floor. Once again you see some decorative archways on the wall to the north. Walk west past them, then turn north to collect a Sage's Wisdom from the chest sitting in the middle of the floor.

RON GIANT

ATTACK 180 ASS. COURT

ACCURACY 100% DEFENSE DEF COUNT 0 EVASION

MAGIC DEF. 14 MAGIC RES. WEAKNESSE BOLT, ICE RANK

2000-10,000 ITEMS GENJI HELM

ABILITIES

Before moving on you may want to wander around this floor; bit. If you are lucky for unlucky!), you may trigger a battle with a rare monsier, the Iron Giant. Be warned—it is extremely tough. If you fight him, you may not survive, although he's erry nice addition to your Collection data. Because of the chance of getting into this fight, you should leave the Blood Swords wielded as you wander this floor. If you have any Notus left, or handy items like Hermes, equip those along with Phoenix Downson any character that cannot cast Life.





rection from physical attacks on your characters as possible. The Iron Giant has devastating physical attack, and if you get too many characters down at one time, you may not be able to get your group back up on its feet Protect your characters, and cast Life and Cure as often as necessary

Concentrate on amplifying everyone's physical attack with spells such as Haste and Berserk. Your main Black Magic user should then concentrate on casting lee or

Bolt, whichever spell is tak the highest level. In the meantime, your fighters (especially those with the Blood Swords) should all-out attack. These are the fighters that you really want to keep on their feet and attacking, as no weapon really damages the fron Gant very greatly, and even the Blood Sword has trouble punching through its thick lefenses at times—although other luckier strikes can do nare at deal of damage



battle: It's a tough one, so concentrate and don't give in



After collecting the Sage's Wisdom from the chest, head west to reach a new set of stairs. Climb these stairs to the top, and head east to the eastern wall. Follow the wall south down to the south wall, and turn to head west along the passage. Climb the short stairs and head west again to reach the next warp gate.

When you arrive at the southwest corner of the eighth floor, follow the passage east and climb the short set of stairs. Go west until you reach the west wall, and follow the westernmost set of stairs north to reach a treasure chest containing an Acid Bottle.

Head east from the chest, then south down the stairs, and east once more. Bypass the warp gate for the moment, and instead head south down the stairs. Follow the short passage west and loop around to go down the next set of stairs, then following the next passage east and climbing down yet another set of stairs to reach a chest with Hellfire. Return to where you passed the warp gate, and take it to the ninth floor.



As you climb higher, the enemies become even deadlier. Use your Memo File wisely!



This floor is one single large room, and the warp gate to the tenth floor is located in the very southwest corner. Head south and west without delay, and onto the tenth floor. At the very north edge of this floor was finded by

this floor you can find the Emperor. Approach his throne, then prepare your party wisely—equip both Blood Swords, as well as the Masamune and any other powerful weapons that you own. Once your party is healed and prepared, speak to the Emperor to begin the final battle.

DEE COUNT ACCURACY MAGIC DEF. WEAKNESSES HP ATTACK 10,000 180 NONE ATK. COUNT ABILITIES

FLARE

If you are wielding the Blood Swords, don't take the time to cast Haste of Blink of any other spells onto your party. These swords can take the Emperor down in a matter of a few rounds, provided you get him down before he starts absorbing life Additionally he uses Dispel 16 to remove various protective spells



Go straight into all all-out attack. If anyone is wielding Yoichi's Bow, or any other item that can be invoked to improve your attack, invoke it now Otherwise have everyone use their strongest attacks



The main danger in this scenario is if the Emperor attacks physically and drains too many HP from one of your party, healing himself. Otherwise, the power ful Blood Swords should wipe out his HI and leave ou victorious within few rounds



It you did not keep the Blood Swords, you me in too longer, tougher fight. In this case, take the time to protect your characters with Blink and other protective

and attack-enhancing spells, and hope that the Emperor doesn't dispel them. Your only hope now is to keep the damage that you are dealing higher than any HP that the Emperor regains from his Life Absorb ability The concentrates on casting spells,



Keep attacking the Emperor with whatever strong weapons that you do have like the Masamune and Excalibut Even the Rune Axe and Diamond Mace are not easily able to damage this powerful foe, although they can do some damage with a lucky strike. If you have any high-level spells of around level of higher especially Place or Ultima dise those as well





it your weapons and spells are strong enough, and you are lucky enough to have the Emperor shy away from using physical attacks for a while, you should

still be able to pull the fight through without the Blood Swords. Otherwise you may have to return to your last Memo File and return to town to rest gaining a bit more power to come bad and try again



Now the fight is over, and it is time to flee the crumbling castle and receive the congratulations of the friends you've met along the way. Sit back and enjoy the ending that you've earned throughout your long, difficult journey, and let the credits roll.

Don't be too quick to turn off your system! See the "Secrets" section of the guide to see what else may be in store for your tired adventurers.



BESTIARY

Some foes use items to help them in combat, which are listed by the item name under their abilities. Other less obvious effects are as follows:

Arrows	An attack that can target the rear row. Attacks a single character.
Bad Breath	Inflicts a great number of negative status effects at once,
Belch	Improves the attack of the caster.
Blaster	Has a chance to stun the party members.
Blaze	A fire spell that can be used against one character or a group.
Boulders	A large boulder is dropped onto one character.
Earthquake	This is a spell that does a good amount of damage to your group.
Entice	Casts Muddle on one character or group.
Gaze	Attempts to turn one character to stone.
Icestorm	An ice spell that can be used against one character or a group.
Life Absorb	The monster's attack heats the monster while damaging one of your party members.
MP Absorb	The monster attacks as normal, but if the attack strikes, the creature absorbs some of the target's MP.
Self-Destruct	The enemy sacrifices itself to launch a fire attack against one target.
Starfall	A powerful magical attack against the entire group.
Thunderbolt	A bolt spell that can be used against one character or a group.
Toxin	A spell creating a powerful cloud of Poison.
Tsunami	The group is attacked by a powerful wave of water.





Attack (ATK) refers to the strength of one individual strike

Attack Number (A. Count) is the number of strikes

Accuracy (ACC) determines how likely the monster's attacks are to strike.

Defense (DEF) is protection against attacks

Defense count (D. Count) refers to the number of times per round that the monster can use its full defense against the party

Evasion (EVA) refers to how likely the monster will avoid attacks

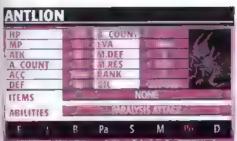
Magical Defense (M.Def) determines how much magical damage against the creature is reduced

Magical resistance (M.Res) helps the creature resist status-affecting spells

Gil and items are what the monster drops after combat

Rank refers to the monster's general toughness





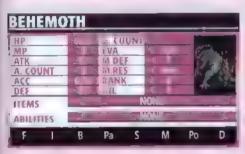








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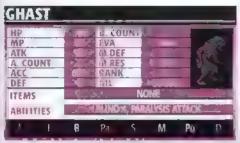


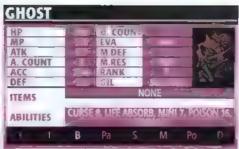
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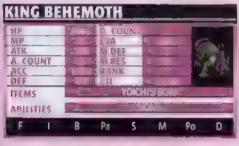


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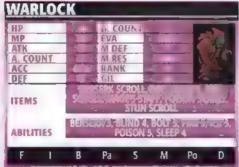
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SECRETS

Chocobo Forest



While there are various vehicles that you gain normally throughout your travels, there is one means of transportation that you only find if you look for it—the Chocobo.

Chocobos are found within the Chocobo Forest just to the

south of Castle Kas'ion. The forest is not obvious—it shows up as a small bare patch amidst the trees, and it is not until your characters move onto the clearing that you are taken into this secret area.

At some point within its boundaries you can spot a Chocobo wandering aimlessly. Approach the bird and press as if you were speaking to it, and you catch the Chocobo.





Once you catch and mount a Chocobo, you can move anywhere on the field where you could normally walk, but at a greater speed. You are also not attacked by enemies.



Dismount and release the Chocobo at any point by pressing & again. Doing so sends the bird back into the Chocobo Forest. So while this may be a good way to explore the continent or to reach places like the Arena in the Palamecia Desert, once you dismount you may have a long (and dangerous) walk back to civilization. Be careful.

After the Ending

Once you have defeated Final Fantasy II, don't be too quick to turn off that console! You can still explore the world even after the credits have rolled. Even better—you can save your completed game data and unlock a new gameplay mode, as well as importing any Collection Data into a new game.

Save your game at the end of the credits. This creates a new save file marked with a star. Load this game data as usual and continue your journey. The world and your party are the same as they were just before fighting the final battle. This way, you have the



chance to complete any Collection Data or to finish any other tasks that you left incomplete.

With one of these special game saves, you have more options for starting a new game. This data unlocks the game's Normal Mode. The Normal Mode differs from the Easy Mode (which is the mode you first played) in that a few of the Config menu options are not available. The Auto Target option is automatically set to "Off," which means that if a character's target in battle is killed before their turn, then the character does not automatically target a new foe. The other options lost are choosing between a globe or flat World Map, and Dashing.





Whether you select the Easy or Normal mode to begin a new game, loading the Collection Data from any previous save game that displays the orange star remains an option.

Concentration

Once you obtain the Snowcraft, hold and press 15-20 times to start a game of concentration. An easy way to earn the maximum reward of 40,000 Gil, an Elixir and a Phoenix Down, beat the first puzzle and note the locations of the pairs. Restart and quit the game 31 times (don't exit the game screen, just cancel immediately after starting a game) and the thirty-second layout is the same as the first board.

Collections

One of the notable extras for this version of Final Fantasy II is the Collections menu. Here you can see the percentages of the items that you have found from chests or events and those of the beasts that you have fought, along with some of their statistics. You can also view some of Yoshitako Amano's original artwork for the game in this section as an added treat!

FINAL FANTASY. ORIGINS

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PINAL FANTASY.



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PlayStation_®2

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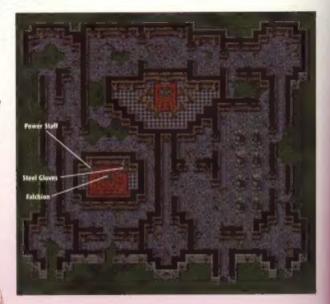
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OFFICIAL STRATEGY GUIDE

Inside this guide is everything you need to complete two classic adventures!

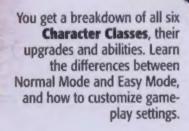


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